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Subject: Re: 8 to 24 bit conversion

Posted by [David Fanning](#) on Wed, 10 Nov 2004 07:04:48 GMT

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Robert Barnett writes:

- > I've only just started to get to know the IDLgr\* classes. IDLgrBuffer is
- > probably the best solution. However, it's not much use if you've already
- > written your code using tvscl, plot etc... Or I could just recode my
- > project as an exercise.
- >
- > I have promised myself that my next project will make use of Graphics
- > Object Classes. I have to admit that they are pretty useful and much
- > simpler than expected. But then again, any OO task may look easy after
- > trying to extend a Java Swing component. Just take a look at some of the
- > nasty Java API's and you'll come squirming to David Fanning land.

I'll just reiterate--again--that you can make some really useful objects and not go anywhere near graphics object classes. One thing RSI has done extremely well is erroneously make object graphics synonymous with object programming. It is most frustrating when you are in the field trying to convert the masses. :-(

Cheers,

David

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