David Fanning writes:

> I have a framework that uses property sheets, messaging, error handling,
> etc., etc., really much of the stuff that is done in iTools.
> In my library all the widgets have been turned into objects.
> The application you write is an object hierarchy. Events and
> messages are pretty much synonymous.

Oh, I failed to mention that I have all that annotation
stuff figured out for direct graphics. So you can type
text in a window and immediately drag it around in the
window, etc. Right clicking brings up its Control Panel
(property sheet), where you can control all its properties.
Boxes, ellipses, arrows, text, etc. can be grouped, aligned,
distributed, and saved in an annotation layer. PostScript
output is exactly what you would expect. I've never seen
anything remotely like it in direct graphics. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/