
Subject: Re: Yet another object graphics question

Posted by [Mark Hadfield](#) on Thu, 24 Feb 2005 20:15:37 GMT

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Ben Tupper wrote:

- > I'm sure there are plenty of paradigms out there (and I am quite curious
- > to see how others handle this), but I have fallen into a simple one.
- > Here's the definition of a graphic axis similar to one I have used...

I always store helper objects (IDLgrFont, IDLgrSymbol) in a container attached to the view. This seems like the right place, as they are often used by several different atoms in a view (eg an IDLgrFont will be used by several axes, an IDLgrSymbol will be used by an IDLgrPlot object and by an IDLgrLegend). In fact, most of the "intelligence" in my Object graphics code is attached to view objects, in the form of methods of a subclass of IDLgrView.

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