
Subject: Re: object graphics: any similar tools already written?

Posted by [jkj](#) on Sun, 27 May 2007 09:51:36 GMT

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On May 26, 7:00 am, Robbie <ret...@iinet.net.au> wrote:

- > Perhaps you could simplify things by laying out 4 separate views on a
- > scene and rendering the IDLgrScene on you draw widget.

Yea, throwing a scene into the mix was one of the last things I had done with it... it'll be slow, tedious and ugly but I'll work my way out of this paperbag by eventually find the correct chainsaw! :-)

- >
- > It's interesting how the lack of automatic layout of object graphics
- > is initially perceived as a weakness.

Uh-huh... at least it has the feeling of being left out on a desert without a roadmap... (...mumbling to self: why are pixels the default units?)

- > Actually , I have a separate class for managing and laying out views on
- > a scene. I use the /GRID_LAYOUT option on my atom tree ([http://](http://barnett.idl.au/idl/nmtkatomtree.html)
- > barnett.idl.au/idl/nmtkatomtree.html). For some instances I don't find
- > atom tree useful, so I defer to managing the atoms by hand.

- > Anyway, my OO jargon is probably not going to help you just yet. Have
- > you used IDL revolution ([http://ittvis.com/codebank/search.asp?](http://ittvis.com/codebank/search.asp?FID=473)
- > [FID=473](http://ittvis.com/codebank/search.asp?FID=473)) at all? Was it useful as a learning experience?

This is a code generator? It seems to require something newer than IDL 5.5, so I'll have to try this from the Institute. The goal/determination on my part is to avoid relying on a code generation tool or using someone else's code as the basic building block (though that tool sounds like it could be instructive). I will possibly never fully "think OO" or embrace OO but I do see how your earlier references to control/layout classes is pretty cool - my code will end up being something that uses OO without looking OO (oooh-well!).

Thanks,
-Kevin
