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

Posted by [Robbie](#) on Sat, 26 May 2007 12:00:40 GMT

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> I've been trying to get 1 image and 3 line plots laid out on a single  
> draw widget

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

It's interesting how the lack of automatic layout of object graphics is initially perceived as a weakness. Some authors of IDL packages try to

automate layout by making wrapper classes to manage the object graphics. I did this at first, however, now I leave layout as an exercise for the caller. This gives the caller more chance to mix and match layouts.

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://barnett.id.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?FID=473>) at all? Was it useful as a learning experience?

Robbie

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