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

Posted by [Robbie](#) on Fri, 25 May 2007 23:01:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Generally I don't feel comfortable with event loops which are as long as yours. An idea I came up with was to write a "control" object for each type of movement operation on the object graphic. For example, you can add any model or scalable object graphic the 'zoom control'. The control class takes care of capturing and sending events to the ::event method. It also takes care of redrawing for you and will do delayed redraws reduce the calls to the ::draw method.

You could combine many controls to get the same effect as yours. The advantage is that the same controls can be used for all relevant object graphics.

Source code for my control class is available from <http://barnett.id.au/idl/>
I have a personal library of my own controls, which are available on request.

I'm curious to know how someone else would use the control class. I can't help but feel that my personal library of controls is biased to my set of problems. I'm not sure that it's as generic as I'd like it to be and someone else might have better ideas of how to implement the same thing.

Robbie
