Subject: moving to objects / IDL objects and object graphics
Posted by markb77 on Sat, 06 Oct 2007 20:19:56 GMT

I'm trying to get a feel for object programming in IDL. I'm reading
the last chapter of David Fanning's book on the subject. Here's what
I'm wondering:

I like the object graphics system in IDL. I also like the concept of
writing my own objects. For example, I currently have a widget
program containing a draw window. The draw window is set to object
graphics mode. I define an IDLgrView object and in the view I place
an IDLgrImage object.

The data that I'm working with isn't an image, however, it's a movie.
What if I were to create my own MBgrMovie object? This object could
contain all of the relevant information about the movie.. number of
frames, dimensions, and many other application specific tags. I could
write methods that would act on the movie, etc, etc. The movie could
make use of image objects, too.

But could this be integrated with IDL object graphics? For instance,
would the IDLgrView know what to do if I were to Add my Movie object
to it? And would the IDLgrWindow know how to draw it?

that's my question of the moment. I'm going to keep reading on this
object stuff, but I'm wondering about integration with object
graphics...

thanks
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