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Subject: Re: moving to objects / IDL objects and object graphics

Posted by [Robbie](#) on Mon, 08 Oct 2007 22:33:44 GMT

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I think that you should only extend a IDLgrView object if you are really creating a new graphics object. For example a colorbar is a graphics object because it handles how to draw a colorbar and only that.

A movie object would take care of getting data from a source and putting it on the screen. But, it also has to handle timer events, buffering and redrawing tasks.

Fields of such an object might be:

- 1) A widget base with the timer activated
- 2) A widget draw with GRAPHICS\_LEVEL=2
- 3) The IDLgrView being drawn
- 4) The IDLgrImage which contains the frame buffer
- 5) A pointer or object reference to the actual movie data

The movie object would contain an event loop to handle events from these.

I would probably delegate 4 and 5 to a separate object again so that you can use various sources of movie data.

You could extend your movie object to include other widget buttons for controlling your movie.

Robbie

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