Subject: Re: crazy question

Posted by David Fanning on Mon, 02 Mar 2009 21:16:09 GMT

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David Fanning writes:

- > Make your object inherit from an IDLitComponent object,
- > then you can use the SetPropertyByldentifier method
- > to do this. (You probably have to register the properties
- > you want to set this way, first. See the RegisterProperty
- > method.) This will work for *any* object, not just object
- > graphics objects. I use it extensively in the Catalyst
- > Library.

I'm wrong about the registering part. You have to register the properties you want to display in a PropertySheet widget, which is *another* wonderful benefit of subclassing the IDLitComponent object. But registering doesn't have anything at all to do with the SetPropertyByIdentifier method.

Cheers,

David

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David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")