
Subject: convenient graphical object syntax
Posted by [Paul\[3\]](#) on Wed, 13 Oct 2010 23:28:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there an IDL object class that I can inherit to take advantage of the convenient '.' notation the new IDL graphics objects use? I'd like to be able to use it more generally.

I'd like to be able to do
 myObject.someProperty = someValue
instead of
 myObject.setProperty, property=someValue

and

 PRINT, myObject.someProperty
instead of
 myObject.getProperty, someProperty=someValue
 PRINT, someValue

Can this be done in less than a fortnight? Is the trick learning to use the IDL_Object to override the '.' operator?
