On May 23, 3:34 am, Russell Ryan <rr...@stsci.edu> wrote:
>
> So, I was looking at the code. Can either of you two explain the
> virtues of writing a GUI as an object?

Well, one of the basic principle of the Interactive Graphics Library
is that
all the graphics displayed in the window constitute an object tree
hierarchy with the window object
at the top. So the main advantage for writing the window as an object
was to benefit the automatic
memory management that the catalyst library provides with the CATATOM
class (using reference couting).
This is really needed in order to avoid memory leakage when using an
object-oriented framework like the IGL which can potentially
creates a LOT of objects!

Now, it is also generally easier to write widget applications (GUI) as
objects since the state of the
application can be stored directly with the object (class arguments)
instead of using a pointer to a
structure (often referred as the "info" structure).

Cheers

Raphael