Subject: Re: object serialization in IDL?
Posted by David Fanning on Thu, 11 Apr 2013 14:01:23 GMT

superchromix writes:

> I have a standalone IDL application that is composed of a number of
> objects (for example, window object and several image objects). I
> would like to be able to save the state of the whole application, and
> then restore it again later.   Does anyone know of a good tutorial for
> doing this? I guess it would involve the SAVE and RESTORE methods, or
> some other form of object serialization..?

Tutorial, no. Example, yes.

You can save and restore cgWindows, including all the internal commands,
etc. (Handy for e-mailing to colleagues so they can see exactly what you
are seeing.) You can see how this is done by looking at the SaveCommands
and RestoreCommands methods in the cgCmdWindow object:

   http://www.idlcoyote.com/programs/cgcmdwindow__define.pro

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")