Subject: Re: How to package existing non-OO widget application into a catalyst based objects?
Posted by David Fanning on Fri, 18 Oct 2013 22:13:50 GMT

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Jie Zhou writes:

> Now I have a widget application developed using the normal non-OO widget, i.e. the top level base is created using WIDGET_BASE. And I want to improve it using the objected widgets in catalyst library. But the time is limited. Now I just have time to change the image view part of the system. So How can I combine the WIDGET_BASE and BASEWIDGET object into the same application.
> I have tried to set a widget_base as the parent to a BASEWIDGET objects. But I have no idea how to do it.

Yeah, I'm afraid it is all or nothing when you switch to the Catalyst
Library. *Everything* has to be an object over there. It *can* drive you
crazy until you build up enough objects in your own library. There are a
number of advantages to doing so, however.

The problem really has to do with how widget events get propagated in
widget objects. The way this has to be done makes it impossible (I
believe) to build a hybrid system.

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.")