
Subject: text object graphics

Posted by [R.G. Stockwell](#) on Fri, 23 Jul 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Greetings,

I do not have a lot of experience with objects in IDL, and could use some advice from experienced IDLers.

I am writing a piece of code that will have about 2000-10,000 strings each of length 500 characters (for instance), and I'd like to display them in a window in a number of different ways. (ie a selected subset of the strings, sorted in a different manner, etc).

Would it be insane to make all the 2000 (or more) strings graphic text objects?

- would it be too slow? (I want lickedy-split user manipulation of the strings, of which only 30 to 50 of which would be on screen at any time)
- it seems a bit of overkill, since I will just be displaying the text, and not rotating the text in 3D, although I probably will do that just to annoy the user, and amuse myself! ;)
- I'll be doing a widget interface to display the strings, and let the user interact.
- I want to be able to scroll through the entire list, so a text widget seems like a possible way to go, but I do want to be able to select a particular string by clicking on it, and having operations performed based on the selection. For instance, I'll want to change the colour and font of the selected string, modify that one in another window etc.

thanks for any insight,
cheers,
bob

--

R.G. Stockwell
Colorado Research Associates
3380 Mitchell Lane

Sent via Deja.com <http://www.deja.com/>
Share what you know. Learn what you don't.
