
Subject: Why Object Widgets

Posted by [J.D. Smith](#) on Thu, 02 Dec 1999 08:00:00 GMT

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Recalling the discussion on why object-oriented widget programming was useful, I just came upon a most critical reason while delving into some old non-OO widget code: the dreaded "% Expression must be a structure in this context: STATE." statement!

Since object heap data is persistent and doesn't rely on pointer manipulation, when an object widget (objet anyone?) program crashes, simply fix, recompile, and continue working without restarting the application! Freed from the tyranny of the STATE variable.

JD

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Subject: Re: Why Object Widgets

Posted by [davidf](#) on Sat, 04 Dec 1999 08:00:00 GMT

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Marc Schellens (m_schellens@hotmail.com) writes:

- > I think object oriented widgets are more elegant and object oriented
- > programming makes, for sufficient complex programs at least your life
- > much easier, but in this case (STATE variable) I help myself, just by
- > not setting the NO_COPY keyword. For all programs I worked on so far I
- > could not notice any difference in speed.

Yikes! Guess you don't have much of anything in that State variable. Put a couple of images in there and you will notice some speed difference. :-)

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Why Object Widgets

Posted by [Marc Schellens](#) on Sun, 05 Dec 1999 08:00:00 GMT

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"J.D. Smith" wrote:

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I think object oriented widgets are more elegant and object oriented programming makes, for sufficient complex programs at least your life much easier, but in this case (STATE variable) I help myself, just by not setting the NO_COPY keyword. For all programs I worked on so far I could not notice any difference in speed.

:-) marc
