
Subject: Not Sure about widget hierarchy ??

Posted by [paul wisehart](#) on Wed, 23 Apr 2003 18:47:00 GMT

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Hi,

I am trying to learn the object-graphice & widget features of IDL. I have given myself a small "assignment" to help me learn this stuff.

Basically I want to display 2 images next to each other on the screen. These images are required to have the same dimensions. (This is useful)

I am looking for opinions or comments on my widget-hierarchy.

I have:

```
2 image-objects('idlgrimage')
2 model-objects('idlgrmodel')
2 view-objects('idlgrview')
1 scene-object('idlgrscene')
```

```
1 window-object('idlgrwindow') who's id is gotten
from 1 draw_widget
```

So far this does what I want. I have 2 images displayed next to each other.

Is it possible to use 2 draw-widgets but still have 1 window??
Right now when I do mouse-overs on the draw window there is 1 coordinate system for both windows. I would like it if there could be seperate coord systems for each window. I want the corresponding areas of the widgets to have the same coordinates.
(lower-left in `_both_` images being [0,0])

I could do that the way I have it now, but I would have to do some coordinate translating. (i would have to keep track of the dimensions of the images so that I know which one i'm in)

I will eventually figure out how to get this all to work, but I would like to know if theres an `_accepted_` or `_standard_` way of doing this?

So is there? Should I just keep at it with the 1 draw widget and coordinate system. Should I use 2 draw widgets.
Should I do it both ways and see which works best?
(this is probably the best option, but I don't think I have the time)

thanks for any input on my vague question.

I can post my current IDL code if you want to look at it.
Its all in on class-file.(I'm not sure how you say that in IDL)

```
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paul  \ /  
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  <///// $>  
  |||
```
