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Subject: passing objects between GUI callbacks

Posted by [newsgroupie2003](#) on Thu, 30 Dec 2004 23:43:24 GMT

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Hi,

(And thanks to David for the answer from yesterday. I will skip the GUIbuilder in a near future..)

I can't seem to find some good GUI examples on how to deal with object graphics in the IDL documentation.

I have a gui consisting of an image time series and a plot. I want to plot the time course of the pixel that the mouse is over.

1) I figure that the best thing to do is to use object graphics for the plot since i continously and fast want to put in new ydata points (as the mouse hovers the image). Am i right?

2) I will need to store the objects involved, view object, plot object and model object. Is the best way to put them in a structure and attach to the uname property of eg. the plot? I guess this must be a very common situation.

Thanks a lot, also for the help already provided!

Best regards

Soren

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