Subject: Re: convenient graphical object syntax
Posted by penteado on Wed, 13 Oct 2010 23:39:38 GMT
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On Oct 13, 8:28 pm, Paul <paulsta...@gmail.com> wrote:
> Is there an IDL object class that I can inherit to take advantage of
> the convenient '.' notation the new IDL graphics objects use? I'd like
> to be able to use it more generally.
>
> I'd like to be able to do
>   myObject.someProperty = someValue
> instead of
>   myObject.setProperty, property=someValue
>
> and
>
>   PRINT, myObject.someProperty
> instead of
>   myObject.getProperty, someProperty=someValue
>   PRINT, someValue
>
> Can this be done in less than a fortnight? Is the trick learning to
> use the IDL_Object to override the '.' operator?

You just need to inherit from the IDL_Object class. The . overloading
is automatic, as long as you have get/setproperty methods.