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Subject: convenient graphical object syntax  
Posted by [Paul\[3\]](#) on Wed, 13 Oct 2010 23:28:44 GMT  
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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?

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