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Subject: Re: IDL - Java connectivity (Exporting drawable objects)

Posted by [David Fanning](#) on Sun, 18 Mar 2012 21:25:29 GMT

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nata writes:

> I was reading about "Writing IDL Objects for Exporting" (chapter 11, IDL Connectivity Bridges in the help/pdf directory).

> Maybe, I would be interested in Exporting Drawable objects and, to be more concrete, in exporting an IDLgrWindow. I am not able to run the single example "Drawable Object Canvas" and I was wondering if some of you already ran it.

>

> My concerns are if it is possible to create an IDL application with a Java GUI to interact with. The results could be shown exporting an IDLgrWindow. The events, from the java GUI could be imported to the IDL using a Java Wrapper Object.

>

> How does that sound to you ? Do you think this is possible ? Any advises or more information related to this topic ?

I think I would stick with Python if I was going to go to all this trouble. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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Subject: Re: IDL - Java connectivity (Exporting drawable objects)

Posted by [natha](#) on Mon, 19 Mar 2012 13:52:27 GMT

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Why Python ? Is the connectivity between IDL and Python better than the connectivity with Java ?

I didn't run the "Drawable Object Canvas" example but I will do it soon. If it is easy to manage events with a wrapper object I don't see much troubles here.

It seems that nobody tried these kind of things before so maybe it's hard. We know what kind of language we are talking about, right ?

Well, thank you for your reply David,

B

On Sunday, March 18, 2012 5:25:29 PM UTC-4, David Fanning wrote:

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