
Subject: Re: Object Graphics and Widgets
Posted by [David Burrige](#) on Thu, 01 Jan 1998 08:00:00 GMT
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Hi Bernard,

In order to get an object view to appear in a draw widget you need to take two steps:

1. When you create the draw widget use the "GRAPHICS_LEVEL=2" keyword to ensure this is an object draw widget rather than a direct graphics one.
2. You need the object reference of the draw widget to make the "mywinobj->Draw, myview" call. This is stored in the VALUE parameter in exactly like the window id is for a direct graphics draw widget. You can retrieve this using: "WIDGET_CONTROL, drawwidgetid, GET_VALUE=mywinobj".

Hope this helps. Good luck with the objects - they're worth the learning curve in my opinion!

All the best,

Dave.

Bernard Puc <puc@gsfc.nasa.gov> wrote in article
<34A92481.B8A57651@gsfc.nasa.gov>...

> Hello Folks,
>
> I'm not clear on how to display a view object inside a draw widget. I
> have a widgets base that contains several buttons and a draw widget. It
> creates a plot which I'd like to display in the draw widget area. Any
> pointers appreciated.
>
> -Bernard Puc
> Code 717 NASA GSFC/HSTX
> puc@gsfc.nasa.gov
>
