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Subject: the DRAW method

Posted by [don shad](#) on Wed, 29 Jul 1998 07:00:00 GMT

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hello,

i was wondering if anyone could tell me what arguments are being passed to the mysterious DRAW method of the various IDLgr widgets.

I have created objects which inherit from IDLgr things, and would like to be able to perform calculations when the draw method is called, then call the self->IDLgr<thing>::draw. (i.e. i want to override the method).

so i have tried this, (and some other random flails):

```
myobject::draw, _EXTRA=extra
```

but i get this:

```
% ARROW::DRAW: Incorrect number of arguments
```

(where ARROW is my own (special) arrow)

i read in the IDL manual that they have kept many of the methods a secrete because things may change in the future. so i assume that this is one of those methods? should i not override this one?

should i make myDraw, which you call prior to the real draw?

any help would be apprecieted.

thanks,

don

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