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Subject: Re: widget builder

Posted by [mgs](#) on Fri, 03 Oct 1997 07:00:00 GMT

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In article <3433F4D4.7DD@bial1.ucsd.edu>, David Foster  
<foster@bial1.ucsd.edu> wrote:

> Please speak up if anyone disagrees, but I believe that any serious  
> programmer is going to tell you that the Widget Builder is a waste  
> of time. If you need to be building complex GUIs, then you *\*should\**  
> be coding them manually. Once you get the hang of it, it's really  
> pretty easy; definitely the easiest part of an application.

I agree. I've tried UIM/X and XBuild in the past when I thought I was a  
Motif programmer. I also checked wided. Each and every time, when I was  
part of a group or it was just me, we went back to hand coding. It has the  
added benefit of pissing off a manager who might've spent \$10K for the  
application and another \$2K per programmer for training.

I might disagree with you on the easiest part of the coding, though. I'm  
finishing up an interface that currently has 1.4MB in code and about 175  
modules. Just your basic nightmare. Concurrently developed on Mac's and  
SGI's.

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Interactive Visuals  
<http://ww2.sd.cybernex.net/~mgs/>

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