
Subject: Re: widget_list in IDL 5.1

Posted by [menakkis](#) on Thu, 11 Jun 1998 07:00:00 GMT

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davidf@dfanning.com (David Fanning) wrote:

<...>

- > What do some of the rest of you do? If we can get some
- > kind of consensus, I'll write an article about it for my
- > web page.

I haven't got round to using multiple list widgets yet, but when I do I think I'll treat them rather like I do text and field widgets. With these sorts of widgets I prefer not to rely on hooking decisive actions onto the widget events for all except the simplest interfaces where the inter-dependencies between the controls are clear to the user. I have seen the occasional program that does various recalcs and updates several other widgets' states while you're busy typing into a numeric field, say. These interfaces sometimes look slick but on the other hand they're sometimes unclear. Anyway this is more trouble than I'm prepared to go through most of the time. An interface that has "fiddly" widgets like these will typically include one or more other widgets (like an "OK" button or something) with a more decisive event. I think it's usually adequate to capture (and check, etc) the current states of all the fiddly widgets at the time that one of these decisive events occurs. I usually try to avoid interface designs where there are strong constraints involving the current states of "fiddly" widgets. e.g., Say you have a button that must only be active if there's more than 1 item selected in a list (in the same panel). In this case I'd probably move the list off to a dialog of its own (with OK/Cancel buttons).

Peter Mason

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