Subject: Re: The death of WIDED (was: Interactively building GUIs in IDL 5.1?)
Posted by dEdmundson on Sat, 11 Jul 1998 07:00:00 GMT
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In article <MPG.1010a3abf529187d989806@news.frii.com>,
  davidf@dfanning.com (David Fanning) wrote:

> If I were to tell you that I had a piece of software that
> would allow you to build widget programs interactively
> (I mean by this that you could drag and drop "widgets"
> onto a palette, set properties by double clicking the
> widgets, add event handler code by means of a built-in
> editor, be able to recover and re-edit the IDL code it
> generated, etc.), what would you be willing to pay for it?

Being a poor postdoc eeking out a living on a sliding Canadian
dollar ... nothing.  However, if you had such a code (and
it wasn't Windo$s only), I would dearly love for RSI to pay
you handsomely for the rights and then distribute it with IDL.

Darran.

P.S. While I have the attention of an IDL guru.  I just "hand-coded"
my first slider widget.  Is it really necessary to add labels manually
in order to see the slider value.  It's late here but I don't see
a keyword or compound widget that will do the job and I'm about to create
a widget_label ...

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