
Subject: Re: The death of WIDED (was: Interactively building GUIs in IDL 5.1?)

Posted by [davidf](#) on Fri, 10 Jul 1998 07:00:00 GMT

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Darran Edmundson (dEdmundson@Bigfoot.com) writes:

- > I agree fully that WIDED is a horrific piece of (legacy?) code. But
- > that isn't true of interactive GUI creation tools in general.
- > Programmers on the Windows and Mac platforms have enjoyed easy-to-use
- > visual design tools for many years.
- >
- > IDL users on the other hand, while they have a nice cross-platform
- > widget library, are stuck "doing it by hand". (Note, as IDL becomes
- > increasingly easy to integrate with other software on the Windows
- > platform via ActiveX, etc., this becomes more and more an issue of
- > unix users being marginalized.)
- >
- > My feeling is that RSI should rewrite WIDED from the ground up and
- > release a widget builder worthy of a great product - IDL 5.1.

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?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
