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

Posted by [mgs](#) on Thu, 16 Jul 1998 07:00:00 GMT

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In article <MPG.1010a3abf529187d989806@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

> Darran Edmundson (dEdmundson@Bigfoot.com) writes:

>

...

>> 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?

A couple hundred \$. Double that if I get access to the source code, as well. Care to put together a demo page or release a time-limited version of it?

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Interactive Visuals  
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