
Subject: Re: GUI Builder limited / Obj-oriented IDL
Posted by [Michael Werger](#) on Wed, 11 Nov 1998 08:00:00 GMT
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David Fanning wrote:

>
> ... [snipped because my mailer wants more added than
> included text]
>
> Granted, I didn't read anything about it. I just figured
> it would be sort of easy to use. But I found it confusing,
> and I found that I was futzing around with it so much that
> I wasn't getting anything done. (This in itself is not
> that unusual, to be fair.)
>
> I'll probably give it another try later, but I'm
> pretty sure the code it generates will not help
> novices write better widget programs. Faster? Maybe,
> if they can learn to use it. Easier to maintain? Not
> likely. But, hey, the more people are confused,
> the better my accountant and I like it. :-)
>
> Cheers,
>
> David

I wonder even if a widget builder is the right approach. If one can program some advanced stuff in IDL, she/he is very likely able to create a proper widget interface to the program.

From my point of view, widget programming is not hard but only writing some lines of code more than you may have wished. But do it yourself (and not with a GUI builder) ensures that the code can be maintained afterwards.

What I really suggest is to have a look at all the CW_* (compound widgets) routines. These provide lot of things commonly used. Maybe/Hopefully some nice CW's are added (something for defining a region of interest, a wrapper around the trackball, ...)

Something different:

If IDL continues its OO way (and I completely support this decision) they should really think about getting support by 'Rational Rose' (RR), which is a oo-development 'tool'. This would increase its acceptance by people which even have not even thought to use IDL (and if this people can afford RR, they also can afford IDL)

Why in this context? Then it is easy to create a widget interface

and the accompanying code simply by using the GUI of RR to >define<
the program [and let RR write it then].

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