
Subject: Re: IDL 5.2 GUI Builder Tutorial ?
Posted by [Karl Young](#) on Wed, 26 May 1999 07:00:00 GMT
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Jonas wrote:

> well, being a total newbie to widget programming (started out last sunday
> actually), I found the GUI-builder to be an easy way to get a graphic
> skeleton to start with...

Good point. I talked to a friend yesterday, Scott Clafflin, who is an experienced IDL programmer who also found the GUI-builder useful. Scott's situation is a lot like mine; we do quite a bit of IDL programming but only have to design an interface every once in a while (and in my case with extreme reluctance !). Between bouts with interface design I forget virtually everything I "learned" so I essentially feel like I'm starting from scratch (I at least can copy my old horrible widget code, but that just institutionalizes my sloppy attempts to hurry up and be done with interface design). In a similar situation Scott said that despite the fact that he could only use the GUI-builder on the first pass, and that he had to hack a lot of the generated code, it still saved him some time on the front end. So despite the fact that experts like David sneer at we widget challenged weaklings, I'm now convinced that the GUI-builder has its place.

-- KY

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