
Subject: Re: IDL 5.2 GUI Builder Tutorial ?
Posted by [Jonas](#) on Wed, 26 May 1999 07:00:00 GMT
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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 sceleton to start with. But, I guess, from there it is up to my programming skills (which by the way aren't very developed) to get these graphics to do sometheing useful.

Even though I have to do the event programming myself, i saved a few hours of typing the first basic widget definition code... (from which I can get some hints on how to type my own widget code in the future)

By the way, isn't this the first try from RSI to officially serve us with a GUI-builder? I guess they keep an eye on this group and can pick up a few of these comments to the next version... 'cause there will come a more developed version, I'm sure...

Okey, one can allways argue that they should have presented a more complete version from the beginning, but that's the way it allways is, or?

As I said, I am a total newbie to widgets (and half a newbie to IDL), but I found use for the GUI-builder when getting started.

Then there are allways those experienced programmers that already know all the syntax definitions, and they will most probably (as we heard...) not find any greater use of this version of the GUI-builder... but the "complete" next version maybe'll be something for them as well...

see'ya
Jonas

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