Subject: Re: IDL 5.2 GUI Builder Tutorial? Posted by mgs on Thu, 27 May 1999 07:00:00 GMT

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In article <7ij5ea\$ckr\$1@nnrp1.deja.com>, rmlongfield@my-deja.com wrote:

- > Hi Karl and all,
- I haven't seen the GUI tool but when I first started with widgets, I
- > used WIDED, which I thought was useful at least in getting used to
- > widgets and how the programs should look.

. . .

Let me jump on this bandwagon with a rant of my own. I just spent a year dealing with a very disgusting usage of WIDED. Our tax dollars (in the U.S.) have been used to create this:

You might be thinking "Oh that's just someone's quick attempt at understanding something." You'd be wrong, because this is production code being used in the SeaDAS project by NASA and released to the public. This is a random file selected from 3 MB of this crap. I was the lucky person that had to add another satellite into this mess for a different company. It took a hell of a lot longer than it should have because of this useless naming. If you ever think your project will be used by someone other than yourself, think about the savings you could accomplish by doing the right thing from the start. Unfortunately, NASA has created a sinkhole and ought to be embarrassed for ever letting this project out in its current form. This example came from a file of 160+ lines with two lines of generic comments.

Before I go tilt at another windmill, let me suggest an IDL Style Guide that I put together earlier this year. It was written about 4 years ago,

but cleaned up and put on the web in January. It's available at http://www.ivsoftware.com/IDL_Style.html. I'd like to get some feedback to make it an acceptable document for others to use, as well.

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