
Subject: Re: widget blues

Posted by [stl](#) on Wed, 16 Feb 1994 08:36:52 GMT

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In article <4V1LB3XC@gwdu03.gwdg.de> hschult@gwdgv1 writes:

> Hello,

>
> we recently purchased IDL, and I am very enthusiastic about it. However, I
> am having some problems programming complex widgets -- maybe someone out there
> can help me:

>
> I want to make a widget which will adjust the value of an integer, either up
> or down depending on whether I click on an up-arrow or down-arrow next to the
> value. Call this widget "ticker" for want of a name.

>
he wanted to make 1) a ticker (spin button)
2) tried with bitmap buttons, but the problem of couldn't put the
bitmap in untill realized will create probelms
3) placement problems

Well bad news as a whole. First pleaser remember that IDL wasn't designed as a GUI tool kit, it just conviently added widget to allow people like use to create interfaces.

Spin buttons don't exist (or I haven't found any yet) in IDL. As for the realization problem, it is correct. I would suggest reading up on compound widget, I believe you might be able to realize you compound widget independently of the rest of the application (not sure because I haven't played with them much) see chapet 20 of the USer's guide.

As for the placement problems, yes you cannot place it exactly, but the idea is that it should be a lose placement, where you specify /rows and /col and sizing and placement are taken care of automaticly. Fixed sizing little buttons isn't to terrible (but they might appear tiny or huge on another screen, or not fit the default font,etc..)

Patience and lots of trial and error.

-best of luck to you

stephen Strebel

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