Subject: Re: Interface, Widget, Motif questions Posted by fskmim on Wed, 16 Mar 1994 07:31:38 GMT

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In article <2m3nsjlNNh2@i32.sma.ch> stl@sma.ch (Stephen Strebel) writes:

- > am trying to find out more about creating interfaces that might be
- > motif OSF standard. Specificly can you call motif stuff (X i guess)
- > from within IDL. A little while ago, someone posted something about
- > aponing a dialog box directly (or something of this nature). Any
- > information about this would be greatly appreciated.
- How do other people handle making GUI's that at least try to be
- > standard? (simple things like coloring a button; dropdown list boxes;
- > spin buttons; etc..) I would love to heat the creative (even if ugly
- >) things people are doing. Or does this problem really not exist and
- > there is some really amazing little tool out there that i on't know
- > about. :-)
- -thanks a bunch,
- stephen Strebel

Hi Stephen

I posted a question a while back on using Windows standard dialogues directly, but received no replies.

I had seen in PickFile.pro that IDL interfaces to the Windows dialogue by thefile = OS PickFile(..... ect. having

and wanted to know which other Windows interfaces could be used in this way.

Should you receive more info, please let me know.

Thanx Mike

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