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Subject: Interface, Widget, Motif questions  
Posted by [stl](#) on Tue, 15 Mar 1994 07:25:07 GMT  
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am trying to find out more about creating interfaces that might be motif OSF standard. Specifically can you call motif stuff (X i guess) from within IDL. A little while ago, someone posted something about aporing 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

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Swiss Meteorological Institute, Zuerich     /     LIVE TO TELL ABOUT IT  
01 256 93 85                                 /     (and pray for snow)

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