Subject: Sophia (widget lib.)
Posted by jbourke on Tue, 03 May 1994 01:18:37 GMT
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Several people wrote me regarding my last post concerning a widget
library for WAVE/IDL. I will give more details here and I intend to upload
it soon. When I do, I will write back with a location.

   The name of the library is Sophia. It is written in 99% Wave (just a
little C to make the text widgets work). I am an Air Force member who wrote
the library for our rapid production software branch at the Air Force Global
Weather Central at Offutt AFB, NE. After some legal dept. things are cleared
up (soon), the software will be placed in the public domain.
   Sophia supports all standard widgets types including bitmaps, buttons,
checkboxes, sliders, listboxes, and pulldown menus. Sophia is quite fast,
and has the advantage that it is *not* event-driven. Many say this is a
disadvantage so I added some event-driven capabilities but one of the most
annoying features of wave widgets is the messy code it causes. Our
code readability is an issue of some importance to us and all my co-workers
agree that Sophia is very clean looking. The disadvantage of this approach
is that Sophia does not support multi-tasking WAVE subroutines very well.
   Sophia also comes with several tools to make coding very efficient
Included in these is a program called FILER which is a simple file
selection dialog and REQUESTER which enables the programmer to create
and execute simple dialog boxes using a one line function call. Other
tools are included and full documentation in postscript will be provided.

   I will be leaving the Air Force soon, so please consider this library to
be part of my resume. Other examples of my work are available on request.
I have been the leading programmer of a cutting-edge technology cell in the
Air Force for two years an am eagerly seeking contract work or full-time
employment come fall.

James