
Subject: Re: Spiffy IDL example interfaces sought
Posted by [jimbrakefd](#) on Thu, 26 May 1994 14:15:03 GMT
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In article <2riivt\$1ti@paperboy.gsfc.nasa.gov>,
schieb@salmon.gsfc.nasa.gov (Brian D. Schieber) writes:

> They don't need supporting code, I'd just enjoy seeing other's ideas
> for a nice interface....

I did several applications where I read the mouse & did different things depending on where in the window it was. The window was subdivided into buttons & images. Some buttons acted as sliders, etc. The action lists (one entry for each "button") where PV~WAVE strings which were executed to cause the action. I could edit button location & size and its action. The image windows were also "buttons" and responded to the mouse in various ways.

The problems were a lack of drawing primitives for button drawing (yes I know that is the purpose of the widget libraries) and the difficulty of doing this with multiple windows.

I liked this approach as it gave complete control over the user interface and of course I didn't have to learn widgets (NIH syndrome).

Jim Brakefield
not much of a market for IDL or PV~WAVE in San Antonio
