
Subject: Re: taking the widget plunge. help
Posted by [davidf](#) on Wed, 06 Sep 2000 20:26:10 GMT
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Peter Brooker (ra5589@email.sps.mot.com) writes:

- > I need to write a program to learn how easy/hard IDL widgets are to
- > use. I figure that a starting point would be a well documented simple
- > program that demonstrates how they are to use.
- >
- > Any suggestions?

I've completely re-written the IDL programming chapters of my book for the 2nd Edition, which is due out in October. This includes, in particular, all the widget programming material. You might want to try the example widget program I wrote for this book. It is named Histo_GUI and you can find it here:

`ftp://ftp.dfanning.com/pub/dfanning/outgoing/coyote2nd/histo_gui.pro`

That's all you will need if you just want to study how a program is written. If you want to run the program, you will need other programs in the Coyote library. I would just download all the programs in the coyote2nd directory. I think all the programs you need are there, although I haven't done the final run-through to be absolutely certain. You will definitely need these files:

```
colorbar.pro
error_message.pro
fsc_droplist.pro
fsc_fileselect.pro
fsc_inputfield.pro
fsc_plotwindow.pro
fsc_ps_config__define.pro
getcolor.pro
histoimage.pro
loaddata.pro
openimage.pro
pickcolorname.pro
psconfig.pro
pswindow.pro
tvimage.pro
```

If you need more explanation (other than what appears in the program comments), you can always read the book. :-)

Best Regards,

David

P.S. Let's just say I wouldn't be using too many programs in the lib directory as examples. :-(

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
