
Subject: Re: Floating Point Slider Widgets
Posted by [David Fanning](#) on Fri, 12 Sep 2003 12:53:15 GMT
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Dr Paul Ducksbury writes:

> Im using IDL 6 and widgets and now would like a floating point slider in my
> GUI.
>
> Using the graphical creation tool for designing a GUI appears only to allow
> you to put in a standard (integer) slider and tells you that you shouldnt
> edit the .pro file generated from the .rpc as its generated automatically,
> so that only leaves the event.pro file. Now i've found the CW_FSLIDER
> function but that doesnt appear to allow for positioning of the slider
> relative to other widgets etc etc
>
> Is there an easy way of putting a floating point slider widget into a GUI
> and position it relative to other widsgets ?

Well, not given the way CW_FSLIDER is written. But a couple
of well-placed _EXTRA keywords would probably make a five minute
job of it.

But I would ditch the "graphical creation tool", too,
while I was at it. You won't learn anything but bad
habits if you write your code with that. :-)

(It's true that you can write awful widget programs by
hand, too. But at least if you do, you have a better
chance of fixing them.)

You might find this article helpful:

http://www.dfanning.com/widget_tips/gui_builder.html

> I have only been looking at this for a few days so i may have missed the
> obvious

Guys who have only been here a few days always
seem to point out that the Emperor has no clothes.
We all know that, but most of us ignore it and go
to work anyway, just because we love him so. :-)

Cheers,

David

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