
Subject: Re: GUI Programming in IDL

Posted by [David Fanning](#) on Thu, 04 Nov 2004 17:07:36 GMT

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Y.F. Tian writes:

- > Once I changed the .prc file and re-generated the sources, I need to
- > double click the files in the project window to refresh their content.
- > IDL always prompted me to confirm the changes.
- >
- > As to the IDLDE's GUIBuilder, I prefer using it in Windows. Because
- > the positioning of widgets is a big problem for me when manually write
- > the code. I am wondering which type of layout that others are using
- > for the top-level-base widget is. Can anybody can give me a clue on
- > GUI programming effectively?
- >
- > Another old issue, are there any tricks to make GUI work fine in both
- > Windows and Linux?

Well, Tian, you aren't going to like this probably,
but the sizing you are doing in Windows is **exactly**
what is screwing everything up in Linux. :-)

Make you bases row and column bases, and use LOTS
of them to lay out your widgets. Forget **everything**
you know about sizing widgets (except for draw widgets,
maybe), and you **maybe** will have a chance at machine
portable code.

Cheers,

David

P.S. A good book is always a good idea. :-)

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

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