
Subject: Re: GUI builder limitations?

Posted by [n](#) on Mon, 03 Jan 2005 21:09:18 GMT

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Thanks David!

That was usefull info - i wont use the builder!

Thanks a lot!

Soren

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1c3cfa7d8d22f0839898d0@news.frii.com...

> Soren writes:

>

>> I am new to IDL and in doubt if the GUIbuilder will be a bad solution
>> long term. It seems the GUI builder (WIN) has some limitations. Some
>> keywords for widgets cannot be set using the GUIbuilder and by setting
>> them in the *.pro file they are overwritten each time the GUIlayout is
>> changed and the project recreated.. (eg. /suppress_value)
>> Is it better to not use the GUIbuilder at all, what are peoples
>> experiences?

>

> The GUI Builder has improved a little since I first wrote
> the article below, but I still stand by most of the comments in
> the following article:

>

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

>

> Writing widget program is really NOT rocket science, if
> you really want to know. :-)

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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