
Subject: Re: GUI builder limitations?

Posted by [David Fanning](#) on Thu, 30 Dec 2004 00:32:23 GMT

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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 GUI layout 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

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