

---

Subject: Re: Question about selecting images from Draw Widgets

Posted by [David Fanning](#) on Mon, 19 Mar 2007 21:42:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Rick Towler writes:

- > I used to agree with this, David, but ... I think the
- > most egregious GUI builder offenses have been addressed. That being
- > said, it isn't perfect.

You are the second person whose opinion I respect who has mentioned this to me. Perhaps it's time for a closer look.

- > We do agree that the lack of an formal method for passing information
- > around is a real problem and is probably the biggest obstacle to new
- > users.

I think this is my chief complaint, too. Without it, the user has to learn more than they want to know about widget programming, and if you are doing THAT, then there are probably better ways to write the program. At least, that's what I've always believed. If I get some time, I might have another look.

- > But I think it is important that
- > instead of urging people not to use it, that we should urge people \*to\*
- > use it and provide feedback to ITT so we can move out of the GUI stone age.\

It could be timely. As I understand it, ECLIPSE often has hooks into GUI builders for other programming languages. Maybe this is something that is, or could be, considered for the Big Transition. :-)

- > In the end, building applications with a decent GUI is hard work whether
- > using the GUI builder or doing it the hard way but I think with a proper
- > GUI builder we'll end up ahead more often than not.

I guess it depends on what your definition of "ahead" is going to be. But if the end result is a program that is easy to maintain and extend, I'm all for it, too.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

---