
Subject: Re: Question about selecting images from Draw Widgets

Posted by [gearoid.k](#) on Fri, 23 Mar 2007 14:29:24 GMT

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On Mar 19, 9:42 pm, David Fanning <n...@dfanning.com> wrote:

> 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

> --

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

Thanks a lot for your help!
