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Subject: Re: Where is GUI builder in IDL7?

Posted by [David Fanning](#) on Wed, 27 Feb 2008 12:47:36 GMT

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jigga1206@gmail.com writes:

- > I'm probably going to get slammed for bringing this up, but why did
- > ITTVIS remove the GUI builder?

As I understand it, the move to the IDL Workbench allows ITTVIS to get away from separate code bases for each separate platform. This, they think, will make them more efficient at adding new features to the language in the future because cross-platform issues will be minimized. The GUI Builder was the most egregious example of the problems presented by separate code bases. It only existed on Windows. It used Windows-only code. Etc. In short, it felt like an albatross around their necks. They are glad to be shut of it.

(I am not even going to mention how many "rabbits" it won in the annual IEPA Worst Code contest. [Similar to the "Emmy".] But, I think it was something like 12 years in a row it walked away a winner. The GUI Builder may have single handedly produced more bad IDL code than all the former Astronomy graduate students now in existence.)

- > I lately get the feeling
- > that the novice or non-power user of IDL is getting left more and more
- > in the dust, as IDL seems to be transitioning from an easy to learn
- > programming environment for some light-to-somewhat-heavy data
- > analysis, to a very complex programming language with much overhead in
- > which to be trained, IMHO.

Your guess is as good as mine as to who ITTVIS thinks its customers are. I can't make heads or tails of it. But I'm pretty sure I'm not in that demographic any more. :-)

Cheers,

David

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

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

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