

---

Subject: Re: New Widgets Needed

Posted by [David Fanning](#) on Thu, 30 Oct 2008 18:13:29 GMT

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

---

Paul van Delst writes:

> I actually think that the idea of IDL object graphics, and IDL OO stuff in general is  
> great. It's just the execution of the idea that has caused the suffering and gnashing of  
> teeth. The IDL OG stuff has the "everything including the kitchen sink" smell to it that  
> makes doing stuff more difficult. I fear the same approach will be taken with any new  
> widget stuff.

Yes, I agree with this. In my own object programming  
I am in a constant fight with myself to keep things  
simple. It is *\*extremely\** easy to get too clever.  
I think this is what has happened here, which is a  
shame, because object graphics programs do have some  
obvious advantages.

Here is an example of what I mean by too clever.  
This is my favorite pet peeve about the  
iSurface tool. It comes up by default in Translate  
mode (as, I guess, all iTools do). When was the  
last time you thought about translating a surface?  
1954? I mean, it just doesn't happen. You want to  
*\*ROTATE\** a surface. Surely tool designers who have  
even a casual relationship with end users know this.  
So...why!?

Cheers,

David

--

David Fanning, Ph.D.

Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

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

---