Subject: Re: DG Plot Zoom in Widget Program
Posted by David Fanning on Fri, 15 Oct 2010 21:49:02 GMT

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Maxwell Peck writes:

> Hmm I'm not so sure I wanted to hear that about IDL8.. GUI development
> of something useful in IDL doesn't seem to be getting any easier (or
> more importantly less time consuming). One of the cynical guys I work
> with thinks that it's so people use the ITT Consulting Services for
> application development... MATLAB and Python start to look better
> every day.

I think GUI development is reasonably easy in IDL. Of course,
it is easier to work with GUI objects, but I've turned all
all the widgets I use into objects anyway, so that isn't much of
an issue any more. I haven't heard that the widgets are
going to be replaced any time soon, but you only have to
look at a widget application on a Mac to know it has to
have occurred to someone that a new widget toolkit is
needed. :-)

And I've seen this on a list of "future developments"
talked about by ITTVIS representatives.

In theory, the new graphics in IDL 8 should make GUI
development easier, not harder. In practice, I can't
figure out how to do anything useful in a Widget_Window
without totally screwing up whatever graphic I put in
the window in the first place. It seems all the new
graphics want to run around on my display the minute
I touch them! I can't think why this would be a
useful default mode. Apparently, it can't be turned
off. At least I haven't discovered a way to.

To be absolutely honest, I don't know if this is a
feature or a bug. The documentation doesn't seem to
describe the code it offers as an example of how
to use the darn things.

In any case, humans ought to be able to build
GUIs with new graphics. Now, building a new graphics
routine, or even making it do something different
from what it already does (say, just SIT there!),
is something I'm pretty sure you need a contract
with the Professional Services Group to accomplish.
Mortals can't program or build those things!

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.")