

---

Subject: Re: widget\_slider cross platform (from windows to Mac)

Posted by [David Fanning](#) on Wed, 11 Jan 2012 22:23:40 GMT

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

---

Brian Wolven writes:

- > Widgets on Mac and linux are implemented in X11/Motif, whereas on Windows they are... not.
- >
- > From the online help ("About widgets"):
- >
- > The style of widgets IDL creates depends on the windowing system supported by your host computer. Unix hosts use Motif widgets, while Microsoft Windows systems use the native Windows toolkit. Although the different toolkits produce applications with a slightly different look and feel, most properly-written widget applications work on all systems without change.

Yes, well, I think the only thing we can really conclude here is that the person writing this probably didn't have much experience actually writing widget programs. ;-)

I've written lots of programs with sliders, and I've never had anyone complain about them. But, I can well believe they looked screwed up on a Mac. (Don't have a Mac, so I can't really say for sure.) It seems to me a great many things on a Mac are sometimes screwed up, and this often seems to be due to the lousy X11 implementation on a Mac. (Having read the Steve Jobs biography, I have a better understanding about why this might be the case. I'm *\*sure\** he didn't like the first thing about X Windows!)

Have you maybe tried one of the other X11 flavors that can be installed on a Mac?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

---