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Subject: Re: Dialog\_Pickfile Whack-a-Mole  
Posted by [David Fanning](#) on Fri, 12 Oct 2012 23:07:43 GMT  
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Mark Piper writes:

> I was hoping someone would bring this up, since it's the root of the DIALOG\_PICKFILE issue. We need a new widget system in IDL. It will undoubtedly not be a drop-in replacement for the current widget system. Should the new system be a desktop system (using, e.g., GTK or Qt), or should it be webified (using, e.g., WebGL)? We need to think about this carefully; I don't want to develop something that will be obsolete in five years.

I wouldn't get out too far ahead on this. (Some quick research on WebGL indicates it's not even supported by Microsoft. That could, uh, be a problem.)

I would try really, really hard to give the user something simple to use that looks professional. Five years is not a long time, but I do worry this might be a moot point if there are no users left to take advantage of it.

I did see a demo of some HTML5 functionality this week, and I have to admit, it looks great. Totally cool. But, it is clear that it is also still cutting edge. I think if I were making this decision, I would hang back for something more reliable. More buggy software is not likely to increase the number of people frending you on Facebook. :-)

Cheers,

David

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David Fanning, Ph.D.  
Fanning Software Consulting, Inc.  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>  
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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