
Subject: Re: Dialog_Pickfile Whack-a-Mole
Posted by [tumanjong](#) on Tue, 16 Oct 2012 18:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Friday, October 12, 2012 5:58:10 PM UTC-4, Mark Piper wrote:

> On Thursday, October 11, 2012 8:17:36 AM UTC-6, Yngvar Larsen wrote:

>

>>

>

>> For 10+ years, I've been wondering why IDL GUI programs must look like 1985. My guess was that nobody at RSI/ITT/Exelis cares because they all use Windows. But I would be glad to be proven wrong!

>

>>

>

>

>

> 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.

>

>

>

> What do you think?

>

>

>

> mp

>

>

>

> P.S. Most of my development is done on Linux. It's not so pretty, but it works.

Hi Mark,

I have been asking for this (an updated widget toolkit) for a number of years now. It is about time that this issue is seriously explored. My personal choice would be for something like Qt that already has full cross-platform support and is still being actively developed and used.

Richard Tumanjong Azuah
