
Subject: widgets are more than useful.....

Posted by [Paul van Delst](#) on Fri, 13 Jun 1997 07:00:00 GMT

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David Fanning wrote:

>
> William Connolley writes:
>
>> 2. Widgets seem to be particularly complex, but you probably don't need them.
>> As far as I can tell, they are mostly useful for polished-product programs and
>> not so useful for research-type work.
>
> Now hold on there just a minute, William! In my humble, professional
> opinion I find that people who hold this view (present company excluded,
> of course) don't generally know how to write widget programs.
> Most of the time they have tried to learn how to do it from the IDL
> manuals. When they are shown how easy it really is, they often start
> taking the view that widget programs are essential to their research and
> they don't know how they worked without them.
>

I have to agree with David. I don't know what I'd do without widgets. I have spent months writing IDL code to simulate various effects I would expect in upcoming satellite calibration measurements. The widget interface which lets me change anything I want with a click or a slide took about 0.5days (credit must go to a number of IDL programmers out there - most of who(m?) are listed in Fanning Consulting's web page - who's code is there for all to see and learn). No more typing a bzillion keywords on the command line for me. Widgets are the best thing since sliced bread. Now if I can just get the axes to plot where I want them in IDL 5.0 object graphics plots..... :)

happy widgeting,

Paul van Delst
