
Subject: Sophia (widget lib.)

Posted by [jbourke](#) on Tue, 03 May 1994 01:18:37 GMT

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

Several people wrote me regarding my last post concerning a widget library for WAVE/IDL. I will give more details here and I intend to upload it soon. When I do, I will write back with a location.

The name of the library is Sophia. It is written in 99% Wave (just a little C to make the text widgets work). I am an Air Force member who wrote the library for our rapid production software branch at the Air Force Global Weather Central at Offutt AFB, NE. After some legal dept. things are cleared up (soon), the software will be placed in the public domain.

Sophia supports all standard widgets types including bitmaps, buttons, checkboxes, sliders, listboxes, and pulldown menus. Sophia is quite fast, and has the advantage that it is **not** event-driven. Many say this is a disadvantage so I added some event-driven capabilities but one of the most annoying features of wave widgets is the messy code it causes. Our code readability is an issue of some importance to us and all my co-workers agree that Sophia is very clean looking. The disadvantage of this approach is that Sophia does not support multi-tasking WAVE subroutines very well.

Sophia also comes with several tools to make coding very efficient. Included in these is a program called FILER which is a simple file selection dialog and REQUESTER which enables the programmer to create and execute simple dialog boxes using a one line function call. Other tools are included and full documentation in postscript will be provided.

I will be leaving the Air Force soon, so please consider this library to be part of my resume. Other examples of my work are available on request. I have been the leading programmer of a cutting-edge technology cell in the Air Force for two years and am eagerly seeking contract work or full-time employment come fall.

James
