
Subject: Spiffy IDL example interfaces sought
Posted by [schieb](#) on Fri, 20 May 1994 14:54:53 GMT
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I'd be curious to see some of the "award winning" IDL interfaces out there. Perhaps some nicely designed applications using bitmaps, colors, etc,etc. Like ENVI, maybe better.

They don't need supporting code, I'd just enjoy seeing other's ideas for a nice interface....

Thanks,

Brian

p.s. If a bunch of people send me examples, I will post a the collection.
Really.

Subject: Re: Spiffy IDL example interfaces sought
Posted by [jimbrakefd](#) on Thu, 26 May 1994 14:15:03 GMT
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In article <2riivt\$1ti@paperboy.gsfc.nasa.gov>,
[schieb@salmon.gsfc.nasa.gov](#) (Brian D. Schieber) writes:

> They don't need supporting code, I'd just enjoy seeing other's ideas
> for a nice interface....

I did several applications where I read the mouse & did different things depending on where in the window it was. The window was subdivided into buttons & images. Some buttons acted as sliders, etc. The action lists (one entry for each "button") where PV~WAVE strings which were executed to cause the action. I could edit button location & size and its action. The image windows were also "buttons" and responded to the mouse in various ways.

The problems were a lack of drawing primitives for button drawing (yes I know that is the purpose of the widget libraries) and the difficulty of doing this with multiple windows.

I liked this approach as it gave complete control over the user interface and of course I didn't have to learn widgets (NIH syndrome).

Jim Brakefield
not much of a market for IDL or PV~WAVE in San Antonio
