Subject: GUI Programming in IDL

Posted by praveshsubramanian on Tue, 26 Oct 2004 21:34:31 GMT

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Hello:

How will you rate the GUI Programming in IDL compared to VB and others? I am really finding it tough to get along w/ it. Everytime i change the prc file and regenerate the .pro file, the event_cb file does not get updated. I have to then do save as and cut paste all the event definitions. What is the way out?? Please reply

Thanks Pravesh

Subject: Re: GUI Programming in IDL

Posted by Paul Van Delst[1] on Wed, 27 Oct 2004 13:05:38 GMT

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Pravesh wrote:

- > Hello:
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- > others? I am really finding it tough to get along w/ it.
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- > event_cb file does not get updated. I have to then do save as and cut
- > paste all the event definitions. What is the way out??

I use the GUI-driven application code detailed in Liam Gumley's book, imgui I believe, as a shell for all my widget apps (see http://www.gumley.com -- all the example code in the book is available there in a tarball/zipfile). I used the IDL GUI Builder once or twice and never used it again - I find a pencil and paper much more useful in designing IDL widget GUI apps.

paulv

Subject: Re: GUI Programming in IDL

Posted by kb at astro dot physi on Mon, 01 Nov 2004 19:31:14 GMT

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Pravesh wrote:

- > Hello:
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- > others? I am really finding it tough to get along w/ it.
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- > paste all the event definitions. What is the way out??
- > Please reply

>

- > Thanks
- > Pravesh

I run IDL on a Linux machine where the GUI builder is not available - so I have learnt to code GUI by hand and when I used a windows machine and tried the GUI builder I realised that coding by hand was much better. I second the other opinions in this thread which recommend not using the GUI builder.

Karthik.

Subject: Re: GUI Programming in IDL Posted by tianyf on Thu, 04 Nov 2004 12:25:07 GMT View Forum Message <> Reply to Message

Once I changed the .prc file and re-generated the sources, I need to double click the files in the project window to refresh their content. IDL always prompted me to confirm the changes.

As to the IDLDE's GUIBuilder, I prefer using it in Windows. Because the positioning of widgets is a big problem for me when munally write the code. I am wondering which type of layout that others are using for the top-level-base widget is. Can anybody can give me a clue on GUI programming effectively?

Another old issue, are there any tricks to make GUI work fine in both Windows and Linux?

Thanks.

Sincerely,

Tian

praveshsubramanian@yahoo.com (Pravesh) wrote in message news:<e5a50c3b.0410261334.4dbe7427@posting.google.com>...

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- > Everytime i change the prc file and regenerate the .pro file, the
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>

- > Thanks
- > Pravesh

Subject: Re: GUI Programming in IDL
Posted by David Fanning on Thu, 04 Nov 2004 17:07:36 GMT
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Y.F. Tian writes:

- > Once I changed the .prc file and re-generated the sources, I need to
- > double click the files in the project window to refresh their content.
- > IDL always prompted me to confirm the changes.

>

- > As to the IDLDE's GUIBuilder, I prefer using it in Windows. Because
- > the positioning of widgets is a big problem for me when munally write
- > the code. I am wondering which type of layout that others are using
- > for the top-level-base widget is. Can anybody can give me a clue on
- > GUI programming effectively?

>

- > Another old issue, are there any tricks to make GUI work fine in both
- > Windows and Linux?

Well, Tian, you aren't going to like this probably, but the sizing you are doing in Windows is *exactly* what is screwing everything up in Linux. :-)

Make you bases row and column bases, and use LOTS of them to lay out your widgets. Forget *everything* you know about sizing widgets (except for draw widgets, maybe), and you *maybe* will have a chance at machine portable code.

Cheers.

David

P.S. A good book is always a good idea. :-)

--

David W. Fanning, Ph.D. Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/ Phone: 970-221-0438. IDL Book Orders: 1-888-461-0155