
Subject: GUI Programming in IDL

Posted by [praveshsubramanian](#) on Tue, 26 Oct 2004 21:34:31 GMT

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

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

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

Pravesh wrote:

> 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??

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

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

Pravesh wrote:

> 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

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 manually 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>...

> 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 [David Fanning](#) on Thu, 04 Nov 2004 17:07:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 manually 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
