
Subject: Re: GUI builder limitations?

Posted by [David Fanning](#) on Thu, 30 Dec 2004 00:32:23 GMT

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Soren writes:

> I am new to IDL and in doubt if the GUIbuilder will be a bad solution
> long term. It seems the GUI builder (WIN) has some limitations. Some
> keywords for widgets cannot be set using the GUIbuilder and by setting
> them in the *.pro file they are overwritten each time the GUI layout is
> changed and the project recreated.. (eg. /suppress_value)
> Is it better to not use the GUIbuilder at all, what are peoples
> experiences?

The GUI Builder has improved a little since I first wrote
the article below, but I still stand by most of the comments in
the following article:

http://www.dfanning.com/widget_tips/gui_builder.html

Writing widget program is really NOT rocket science, if
you really want to know. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: GUI builder limitations?

Posted by [n](#) on Mon, 03 Jan 2005 21:09:18 GMT

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Thanks David!

That was usefull info - i wont use the builder!

Thanks a lot!

Soren

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1c3cfa7d8d22f0839898d0@news.frii.com...

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