
Subject: GUI builder limitations?

Posted by [newsgroupie2003](#) on Thu, 30 Dec 2004 00:17:55 GMT

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Hi,

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?

Best regards

Soren
