Subject: Widgets - 3.6 -> 4.0 Aaarrrggghhh!!
Posted by slx on Thu, 14 Mar 1996 08:00:00 GMT

Hi,
   I'm writing a program that has a big window full of widgets. I had
them all set out nicely in 3.6 and then we changed to 4.0 and all
my widgets got rearranged. I would like the program to be compatible
with all version of IDL. Is there are more robust way of putting
widgets togethor than just assigning them sizes and putting them
in row or column widgets. I find this hit and miss approach very
frustrating. I'm pretty cross with the authors of IDL for not making
the widget design backwards compatible.

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Subject: Re: Widgets - 3.6 -> 4.0 Aaarrrggghhh!!
Posted by landsman on Sun, 17 Mar 1996 08:00:00 GMT

In article <14MAR199619441349@sorbet.gsfc.nasa.gov>, landsman@sorbet.gsfc.nasa.gov
(Wayne Landsman (301)-286-3625) writes...
> The function SINCE_VERSION() below from the IDL Astronomy Library tests
> whether the current version is later than a specified one.   In your case,
> it would be used as
>   if since_version('4.0.0') then ....
>
To followup my own posting, Bill Thompson has pointed out that the use of
SINCE_VERSION() is probably unnecessary since a simple comparison operator
seems to do the trick, i.e.,

 if !VERSION.RELEASE GE '4.0.0' then ...

This simple comparison seems to always work. even though !VERSION.RELEASE
is sometimes 2 characters (e.g. '3.6') and sometimes 4 (e.g. '4.0.1a').

--Wayne Landsman   landsman@sorbet.gsfc.nasa.gov