
Subject: Widget Builder problems

Posted by [khilman](#) on Fri, 26 Apr 1996 07:00:00 GMT

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

The tutorial says to Create .PRO as 'Normal' when creating a new widget but it won't work.

When first creating a widget, the widget builder cannot "Create .PRO" as 'Normal' or 'Rewrite Everything', but it will as 'Without Header'.

The error I receive is: "Failed to write file: <filename here>" (with the actual filename where <filename here> is of course :-)

Ideas?

--

Kevin Hilman -- khilman@d.umn.edu -- <http://vision.d.umn.edu/~khilman/>
PGP public key available at <http://vision.d.umn.edu/~khilman/pgp.txt>

Subject: Re: widget builder

Posted by [davidf](#) on Fri, 26 Sep 1997 07:00:00 GMT

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

Alvaro Ivanoff writes:

> I'm trying out the 30-day evaluation of IDL 5.0 and I'm just wondering
> if there is a successor to "wided", the widget builder. I've used the
> widget builder before with IDL4.0, to build the frame work for a GUI and
> since it's labelled as obsolete I was hoping there would be an updated
> version.

There is no updated version of WIDED. One can certainly argue that there should be a visual GUI editor in IDL, but I don't think anyone would argue that WIDED was a good one. As someone who teaches IDL programming for a living, I can tell you that WIDED probably sent hundreds of people to my IDL widget programming classes. The code it produced was simply unfathomable. People would spend a day trying to figure out a piece of WIDED-generated code as an example of a widget program and immediately sign up for a class. It was almost embarrassing to show them how really simple and easy widget programming could be if you just spent a couple of hours learning about how widget programs work.

> Is there a better way for making a complex GUI, besides coding
> it in manually.

There is only one way to make a complex GUI, at least in IDL,

and that is to code it manually. Once you understand widget programs, writing a program with a GUI is no more difficult than writing any other type of IDL program. That is to say, it is very much easier than C or Fortran and probably a little bit harder than Visual Basic.

The "successor" to WIDED in IDL 5 might be INSIGHT, a graphical front end to IDL. INSIGHT is powerful, but it just seems to be awfully slow, at least on some machines. You might want to give it a try.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
Customizable IDL Programming Courses
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com>

Subject: Re: widget builder
Posted by [wonko](#) on Sat, 27 Sep 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

alvaro.ivanoff@utoronto.ca (Alvaro Ivanoff) wrote:

> I'm trying out the 30-day evaluation of IDL 5.0 and I'm just wondering
> if there is a successor to "wided", the widget builder. I've used the
> widget builder before with IDL4.0, to build the frame work for a GUI
> and since it's labelled as obsolete I was hoping there would be an
> updated version. Is there a better way for making a complex GUI,

Yes, sure, there is!!

> besides coding it in manually.

Oh. Um... well, no, there isn't.

Alex

--

Alex Schuster Wonko@weird.cologne.de PGP Key available
alex@pet.mpin-koeln.mpg.de
