
Subject: using wave widgets...motif and wave
Posted by [Gary Leydon](#) on Mon, 17 May 1993 22:17:32 GMT
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Hi,
I'm playing around with wave widgets on a VMS 5.5 system and pvwave
cl version 4.01. I'm wondering if using the Wt toolbox and/or wave
widget toolbox
is worth the effort. Has anyone done much with this and care to share
your
opinions? I'm beginning to think I should be going the other way...e.g
call wave
cl from my c program which handles all the motif stuff...that way I get
access to
all the motif convenience routines not just the widgets. I'd like to see
some example code that would show how you tell wave (from a c program
using motif) to handle the drawing and updating from say a drawing area
widget.

thanks for any input
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Subject: Re: using wave widgets...motif and wave
Posted by [glenn](#) on Tue, 18 May 1993 09:01:17 GMT
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In article 20476@news.yale.edu, Gary Leydon <Leydon%Bruce@Venus.Ycc.Yale.Edu> writes:
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I using the pv-wave widgets now to build a visualisation program and have
spent a fair amount of time learning how to use the wave widgets set and
wondering whether I shouldn't use our GUI builder (DevGuide in this case)
to write the code and then call wave from C. I've not used the Wt widgets
only the WaveWidgets toolbox. I've not yet found a case where I need a new
widget. However, I have had problems setting some attributes (for OpenLook)

like the colour of items. I have also found it awkward to position the widgets exactly where I want them without lots of fiddling around. This is of course something you take for granted with a GUI builder, taking no time at all.

Having said that, once you get used to the style of working with the widgets (which takes some time if you used to working with a GUI builder), programming is quite quick. I've stayed with WaveWidgets because (a) I wasn't sure how easy 2 way interaction was going to be between C and wave and I couldn't afford the time to find out (b) my application will be distributed to other sites with different hardware making a mixed C/wave environment less attractive (c) I get nervous of mixed language programs(! 8-)

If I was starting again, for a smallish application, I'd stick with the WaveWidgets. For a large application (assuming the C/wave interface did everything I wanted), I use a GUI builder because I think it would be quicker and much more flexible. I'd be interested to hear what others have to think though.

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