
Subject: Re: Ineractively building GUIs in IDL 5.1?
Posted by [David Foster](#) on Fri, 10 Jul 1998 07:00:00 GMT
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dEdmundson@Bigfoot.com wrote:

>
> It seems that WIDED, the interactive widget builder, has been obsoleted
> in IDL 5.1. The thought of writing widget code by hand turns my stomach.
> Surely there is a nice interactive tool written in IDL for constructing
> a GUI?
>
> Cheers,
> Darran.
>

Ugh! The "interactive widget builder" is a royal pain in the ***!
If you are really serious about writing IDL applications, take the
time to learn how to do it by hand. There's a bit of a learning
curve, 'cause it's a bit strange at first, but then suddenly a
light goes off and it starts making sense.

Just my .02

Dave

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~~~~~

Subject: Re: Ineractively building GUIs in IDL 5.1?
Posted by [mallors](#) on Fri, 10 Jul 1998 07:00:00 GMT
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In article <6o4o9p\$eps\$1@nnrp1.dejanews.com>,
dEdmundson@Bigfoot.com writes:

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>

- > (No, I'm not on a windows system and so I can't opt for a Delphi GUI
- > tied to IDL via ActiveX.)
- >
- > If such a code builder doesn't exist, is there sufficient interest
- > to warrant it?
- >

I believe a widget builder is on the drawing board for IDL 5.2. I got the impression that it is a high-priority feature for the new release, but we will just have to wait and see...

-bob mallozzi

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Robert S. Mallozzi
<http://cspar.uah.edu/~mallozzir/>
