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Subject: Re: Misc. Bugs & Problems

Posted by [Steve Scheele](#) on Thu, 25 Feb 1999 08:00:00 GMT

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< Problem: Sort slows down considerably when sorting integer arrays  
> containing many identical values. (on NT)

> Note that this seems to be platform dependent.

Yes - It is also my understanding that Sort uses the sort algorithm that is native to the particular OS. I had thought that Sort used quick sort. However, quick sort slows down considerably when sorting arrays already in (mostly) sorted order. My testing failed to show this particular problem.

< Bug: Resizing a draw widget, flips vertical sliders up side down.  
< Workaround: Pass an initial value to the slider

> Could somebody give a tiny example of this - I'm not exactly clear on what this means.

The test case I have been using is;

```
.*****  
,  
Pro TestSlider  
  
  TLB = Widget_Base(/Row, XPad=10, /Map, XSize=200, YSize=200)  
  
  Slider = Widget_Slider(TLB, Maximum=100, Minimum=0, /Vertical)  
  
  Draw = Widget_Draw(TLB)  
  
  ;following causes the slider to flip 180 deg., putting the min value at  
  top and the max value at the bottom  
  Widget_Control, Draw, Draw_XSize=75  
  
  XManager, 'TLB, TLB  
  
End
```

RSI's workaround is to build the slider with an explicit value, i.e.

```
  Slider = Widget_Slider(TLB, Maximum=100, Minimum=0, /Vertical,  
Value=50)
```

This didn't work for me. Apparently both the problem and workaround are IDL

version and OS (and OS version) specific. My test code worked properly using IDL V5.1 on both NT and SUN/Solaris.

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