
Subject: Re: User Interface realization in IDL
Posted by [David Fanning](#) on Tue, 31 Aug 2004 19:43:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cartik Sharma writes:

- > I am using an object oriented framework within IDL for user interface
- > representation for a complex system.
- >
- > I find that it takes some time (about 10 seconds) to load up my
- > software primarily because the widget base takes some time to realize.
- >
- > Is it widget realization slower when using objects in IDL?

I think any properly written object system is going to be a *bit* slower than normal. But 10 seconds seems a long time. I have a really, really big object system I use to write GUI applications and I've never noticed anything like that.

Two thoughts. Have you compiled all the code first? In other words, is the code in some kind of project that gets built before you run your code? Do all of your objects have INIT and CLEANUP methods associated with them? Because of the way IDL looks for code, if these methods are absent and you have a big path, IDL can be looking for a long time for these. I include them on objects, even if they are not needed.

And I have, uh, written some pretty bad object code from time to time. Because of the nature of objects, it is possible to be going through code an unnecessary number of times without really being aware of it. It is worth thinking about as a last resort. If your objects have some way of reporting what they are doing, it is illuminating to turn this on from time to time.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
