
Subject: Re: User Interface realization in IDL
Posted by [JD Smith](#) on Thu, 02 Sep 2004 18:19:39 GMT
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On Thu, 02 Sep 2004 08:42:44 -0700, Cartik Sharma wrote:

```
> Thanks for your reply.  
>  
> I cut loose all hardware subsystems connected to my IDL app, and timed GUI  
> realization this time using,  
> oldTime=SYSTIME(/SECONDS)  
> ## Realize GUI  
> timeElapsed=SYSTIME(/SECONDS)-oldTime  
>  
> timeElapsed turns out to be 5.6890001 seconds, (just feels like a 10  
> second wait:)).  
>  
> As per your input, I'm going to use a 'progress bar' kind of set up to my  
> app to prioritize object loading.  
>  
> -Cartik  
>  
> cartik_sharma@yahoo.com (Cartik Sharma) wrote in message  
> news:<c4b40dca.0408311043.4b02d14f@posting.google.com>...  
>> Hi,  
>>  
>> 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?
```

Most ugly unexplained delays in IDL tend to relate to the automatic path searching IDL does to locate new routines (and class definition files, etc.). Take a close look at your IDL path, and make sure it doesn't send IDL scurrying all over the hard drive just to find a newly invoked routine. This can cause big delays.

JD
