
Subject: Re: User Interface realization in IDL
Posted by [cartik_sharma](#) on Thu, 02 Sep 2004 15:42:44 GMT
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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?
>
> regards,
> Cartik
