
Subject: Re: GUI interface update issues

Posted by [Benjamin Hornberger](#) on Tue, 21 Jun 2005 18:01:56 GMT

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I know nothing about DLMS, but we also had a problem with David's progressbar recently. We had a continuous timer running in the background, with the consequence that the progressbar wouldn't recognize that the user clicked the cancel button. The problem could be solved by making progressbar__define.pro use xmanager rather than widget_event. If your program also has events going on in the background, the problem might be similar???

Benjamin

Rick Towler wrote:

```
> Hello group,
>
> I have an interesting problem with gui redraw on WinXP which maybe
> someone can shed some light on.
>
> I have an application that uses David's progress bar object. We have
> some potentially long calculation times and it is important to give a
> little feedback. It worked great until I added the ability to call a
> new calculation routine written in C as a dlm. If I run the application
> the old way (all functions written in IDL) the progress bar and GUI
> interface function normally. But if I run the application using the
> external routine eventually the GUI interface stops redrawing, the drop
> down menu text disappears, and the progress bar fails to update. The
> application runs and when calculations are finished it returns to normal
> (progress bar is destroyed and interface works as expected) but there is
> no feedback while running. A problem since the new calculations can
> take hours and hours and it is nice to see where it is in the process.
>
> The program is structured like so:
>
> ;-----
> setup stuff
>
> for loop begin
>
>   progressBar->update
>
>   if (use_dlm) then begin
>     myDLM_proc, param1, param2, OUT1=out1, OUT2=out2...
>   endif else begin
>     IDLbased_proc, param1, param2, OUT1=out1, OUT2=out2...
>   endelse
```

```
>
> for loop begin
>
>   if (use_dlm) then begin
>     anotherDLM_proc, param1, param2, OUT1=out1,OUT2=out2...
>   endif else begin
>     anotherIDLbased_proc, param1, param2, OUT1=out1,OUT2=out2...
>   endelse
>
>   endfor
>
> endfor
> ;-----
>
> Actually a lot more is going on but you get the idea.
>
> And to elaborate on what I mean by "eventually the gui stops
> responding". If I start the application and run a short calculation (~2
> minutes) the first time the gui functions normally. But with every
> subsequent run the progress bar moves maybe 20% of the way then I lose
> the gui. If I close and restart the application the same thing happens,
> first one works, then problems). If I run a long calculation (hours)
> the progress bar never moves past the first tick (maybe 1%).
>
> Why does IDL stop updating the gui? Any ideas? While the functions in
> the dlm are compute intensive, they aren't particularly complicated and
> only rely on some simple macros in an .h file. Just a *lot* of looping
> over a moderate amount of data.
>
> -Rick
```
