
Subject: Re: Widget convulsions.

Posted by [kotsines](#) on Thu, 08 Jun 1995 07:00:00 GMT

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In article <3r6d1p\$kn0@hippo.shef.ac.uk>,
Tim Hammond <ph2tjh@sunc.sheffield.ac.uk> wrote:

>
> Hello,
>
> I find that when the value of a widget is updated using the
> widget_control...set_value=... type construction the whole
> compound widget seems to go through a convulsion as the
> widget disappears and then reappears with its new value. This is
> particularly noticeable when the compound widget is destroyed
> and in some cases the effect can last for quite a while before
> the widget disappears. The actual running of the program is
> not affected in any way, but it makes the finished interface
> look a lot less professional.
> Is there perhaps a way of avoiding this that I haven't yet come
> across?
>

I do not have a solution to your problem, but have noticed something quite similar that only started happening after we upgraded ver 4.0. If I've got an already realized base and wish to add or delete buttons from it, it is suddenly painfully slow! If I ADD a button, it will first place the button at the first position it can, regardless of whether there is already a button there or not. Usually this means it putting it on top of another one. Then as if to say ('oops, can't put that here') it moves the button from the first position to where it belongs - at the end of the chain of buttons that are already there. In the process, it re-draws every button in the base. This produces a scrolling-type effect that is quite annoying when I want to add say 10 buttons at once, and it takes 5 seconds for it to do so. I would classify this as 'widget convulsions' too!

Anyone have ideas?

-tk
