Subject: Re: Widget creation performance
Posted by Ricardo Bugalho on Fri, 03 Feb 2006 17:01:41 GMT

Hello,
that solved the issue.
Thank you David!

On Fri, 2006-02-03 at 09:17 -0700, David Fanning wrote:
> Ricardo Bugalho writes:
>
>> I'm having some trouble with the performance of widget creation.
>> One of the components in my program contains a list of items, for which
>> I need to have a few labels and buttons per entry.
>> To achieve this, whenever the item list changes, I destroy the list's
>> base widget and then recreate a new base for my entry list and the
>> entries' widgets.
>> But it's slow. I can actually see IDL redrawing the widgets. The problem
>> seems to be that for every widget I add, IDL reorganizes the layout.
>> Does anyone have any ideias?
>
> Turn updating off for your top-level base widget until you
> are finished creating your new widget, then turn it back on.
>
>   Widget_Control, tlb, UPDATE=0
>   ..... do your widget thing here....
>   Widget_Control, tlb, UPDATE=1
>
> Cheers,
>
> David
>