
Subject: Re: Widget creation performance
Posted by [David Fanning](#) on Fri, 03 Feb 2006 16:17:45 GMT
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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 ideas?

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

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