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Subject: Widget creation performance

Posted by [Ricardo Bugalho](#) on Fri, 03 Feb 2006 16:02:24 GMT

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Hello,

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?

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