
Subject: Re: Slow GUI on linux

Posted by [Wout De Nolf](#) on Mon, 05 Oct 2009 12:04:37 GMT

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On Wed, 30 Sep 2009 07:23:18 -0600, David Fanning <news@dfanning.com> wrote:

> I suspect it is an X Windows thing, as even some "normal"
> widgets are slow to render on my LINUX box. (I am thinking
> of PickColorName, in particular).
>
> You can try a couple of things. You can try turning
> widget updating off for your top-level base while you
> create the widgets, then turn it back on at the end.
> (Use the UPDATE keyword.) I doubt this will give you
> much joy.
>
> A better solution might be to make all the layouts
> you need ahead of time, and then just map them, as
> needed, into your base widget. This solution can
> be a bit ugly if there is a noticeable size difference
> between the various layouts.

I am using the MAP keyword when there are a finite number of layout possibilities. Unfortunately this is not always the case (e.g. undefined number of buttons under a nonexclusive base).

Is there some X Windows thing I can change to improve rendering speed? And while we're at it: why do IDL widgets look so damn ugly under linux? Is IDL using a specific window manager or is it an X-client on its own (don't know much about these things)?
