
Subject: Re: Slow GUI on linux

Posted by [David Fanning](#) on Wed, 30 Sep 2009 13:23:18 GMT

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Wox writes:

> I made an IDL GUI application in which the widgets are destroyed and
> created (all under the same widget_base) depending on the actions of
> the user. On Windows this works but on linux it takes forever to
> rebuild the new GUI (adding buttons, tables, text_widgets, etc.). Is
> there a way to speed this up? Is it an IDL thing or a Linux thing?

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.

What I usually do in a situation like this is just write my code in such a way as be able to set the options I want from the initial command. This way I can find out where my widget program is, using the TLB_GET_OFFSET keyword, and put another widget program directly on top of it, then destroy the first widget program. The user might see a tiny flash, but it is better than slow rendering.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
