
Subject: widget_control, /destroy (buttons)
Posted by [R. Bauer](#) on Tue, 20 May 1997 07:00:00 GMT
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Hi,
this is an example for I think a really simple way to remove buttons,

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```
n=50
widget_control, map.xlist, get_uval=inwids
n = n_elements(inwids)
for i=0,n-1 do widget_control, inwids(i),/dest
```

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the buttons were created by this source:

```
id_xlist = widget_button(bb,val='X',menu=2,xsize=230,uvalue='ID_XLIST')
; Graph list
list=strarr(50)
n=n_elements(list)
wids = lonarr(n_elements(list))

for i=0,n-1 do begin
    wids(i) = widget_button(id_xlist,val=dlist(i),uval='ID_XLIST '+$
        strtrim(list(i)))
endfor
widget_control, id_xlist, set_uval=wids
```

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Now the question:

On my PC it needs only a few milliseconds to erase 50 buttons, my AIX Workstation needs 30 seconds.

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This is the output from time_test for the Workstation:

Compiled module: TIME_TEST.

- 1 0.791033 Empty For loop, 1 million times
- 2 1.10210 Call empty procedure (1 param) 100,000 times
- 3 0.729081 Add 100,000 integer scalars and store
- 4 0.692555 25,000 scalar loops each of 5 ops, 2 =, 1 if)
- 5 0.453449 Mult 512 by 512 byte by constant and store, 10

times
 6 0.120897 Shift 512 by 512 byte and store, 10 times
 7 0.321909 Add constant to 512 x 512 byte array and store, 10 times
 8 0.382123 Add two 512 by 512 byte images and store, 10 times
 9 0.647779 Mult 512 by 512 floating by constant and store, 10 times
 10 0.343291 Add constant to 512 x 512 floating and store, 10 times
 11 4.21601 Add two 512 by 512 floating images and store, 10 times
 12 0.663108 Invert a 100 by 100 random matrix
 13 0.841334 Transpose 256 x 256 byte, FOR loops
 14 0.129078 Transpose 256 x 256 byte, row and column ops
 15 0.0704670 Transpose 256 x 256 byte, transpose function
 16 1.77501 Log of 100,000 numbers, FOR loop
 17 0.294971 Log of 100,000 numbers, vector ops
 18 1.84227 Add two 100000 element floating vectors, FOR loop
 19 0.0375990 Add two 100000 element floating vectors, vector op
 20 0.397431 65536 point real to complex FFT
 21 0.235875 Smooth 512 by 512 byte array, 5x5 boxcar
 22 0.457804 Smooth 512 by 512 floating array, 5x5 boxcar
 23 0.268260 Write and read 10 512 by 512 byte arrays
 16.8134=Total Time, 0.43873257=Geometric mean, 23 tests.

What is wrong with idl on my workstation?

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