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Subject: Re: widget\_control, /destroy (buttons)

Posted by [Mike Schienle](#) on Wed, 21 May 1997 07:00:00 GMT

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R. Bauer wrote:

```
>
> Hi,
> this is an example for I think a really simple way to remove buttons,
>
> =====
>
> n=50
> widget_control, map.xlist, get_uval=inwids
>     n = n_elements(inwids)
>     for i=0,n-1 do widget_control, inwids(i),/dest
>
> =====
>
> What is wrong with idl on my workstation?
```

Cc'd to R. Bauer

Try turning off "updates" to the window manager. Your workstation is trying to update the display every time you destroy a widget. In my case, I have two widget hierarchies overlapping each other within the same base (no row/column control of the base). I want to display the widgets before the second hierarchy is created so the user sees something quickly. The rest of the widgets take a few moments to be created. After all of the widget hierarchies are modified, update the base of the hierarchy.

```
; Only realize if we are using X Windows
; X Windows can turn off "Updates" allowing all updates to be
; performed after the commands have been issued. This can be a
; big performance boost.
```

```
IF (!Version.OS_Family EQ 'unix') THEN $
    Widget_Control, wBase, /Realize
```

```
; turn off updates - not honored by all window systems
Widget_Control, wBase, Update=0
```

```
; commands to create overlapping hierarchy
```

```
...
Widget_Control, wBase, Update=1
```

```
IF NOT (Widget_Info(wBase, /Realized)) THEN $
    Widget_Control, wBase, /Realize
```

In your case, surround your loop with the Update calls.

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