
Subject: User Interface realization in IDL
Posted by [cartik_sharma](#) on Tue, 31 Aug 2004 18:43:39 GMT
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Hi,

I am using an object oriented framework within IDL for user interface representation for a complex system.

I find that it takes some time (about 10 seconds) to load up my software primarily because the widget base takes some time to realize.

Is it widget realization slower when using objects in IDL?

regards,
Cartik

Subject: Re: User Interface realization in IDL
Posted by [cartik_sharma](#) on Thu, 02 Sep 2004 15:42:44 GMT
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Thanks for your reply.

I cut loose all hardware subsystems connected to my IDL app, and timed GUI realization this time using,
oldTime=SYSTIME(/SECONDS)
Realize GUI
timeElapsed=SYSTIME(/SECONDS)-oldTime

timeElapsed turns out to be 5.6890001 seconds, (just feels like a 10 second wait:)).

As per your input, I'm going to use a 'progress bar' kind of set up to my app to prioritize object loading.

-Cartik

cartik_sharma@yahoo.com (Cartik Sharma) wrote in message
news:<c4b40dca.0408311043.4b02d14f@posting.google.com>...

> Hi,

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> representation for a complex system.

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> software primarily because the widget base takes some time to realize.

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> regards,
> Cartik

Subject: Re: User Interface realization in IDL
Posted by [JD Smith](#) on Thu, 02 Sep 2004 18:19:39 GMT
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On Thu, 02 Sep 2004 08:42:44 -0700, Cartik Sharma wrote:

> Thanks for your reply.
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>> I find that it takes some time (about 10 seconds) to load up my software
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>> Is it widget realization slower when using objects in IDL?

Most ugly unexplained delays in IDL tend to relate to the automatic path searching IDL does to locate new routines (and class definition files, etc.). Take a close look at your IDL path, and make sure it doesn't send IDL scurrying all over the hard drive just to find a newly invoked routine. This can cause big delays.

JD
