## Subject: Re: Widget creation performance
Posted by David Fanning on Fri, 03 Feb 2006 16:17:45 GMT

Ricardo Bugalho writes:

> I'm having some trouble with the performance of widget creation.
> One of the components in my program contains a list of items, for which
> I need to have a few labels and buttons per entry.
> To achieve this, whenever the item list changes, I destroy the list's
> base widget and then recreate a new base for my entry list and the
> entries' widgets.
> But it's slow. I can actually see IDL redrawing the widgets. The problem
> seems to be that for every widget I add, IDL reorganizes the layout.
> Does anyone have any ideias?

Turn updating off for your top-level base widget until you
are finished creating your new widget, then turn it back on.

```
   Widget_Control, tlb, UPDATE=0
   ..... do your widget thing here....
   Widget_Control, tlb, UPDATE=1
```

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

## Subject: Re: Widget creation performance
Posted by Ricardo Bugalho on Fri, 03 Feb 2006 17:01:41 GMT

Hello,
that solved the issue.
Thank you David!

On Fri, 2006-02-03 at 09:17 -0700, David Fanning wrote:
> Ricardo Bugalho writes:
>
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>    ..... do your widget thing here....
>    Widget_Control, tlb, UPDATE=1
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> Cheers,
>
> David
>