
Subject: large widget_trees

Posted by [dktr.ted](#) on Wed, 13 Jun 2007 00:29:36 GMT

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Hi all,

I've got a widget application I'm running in IDL 6.4 under Windows XP that uses a WIDGET_TREE to show a set of hierarchical data. For simplicity, let's say I've got one folder tree node that contains ~2000 document tree nodes. I've noticed that when all the document nodes are selected, a call to WIDGET_INFO to get the currently selected tree nodes can take minutes. When only one or two nodes are selected, this call completes almost instantly. Is this slowdown a byproduct of the size of my tree? Should I look for another way to represent my data or is there a way to improve this performance?

Thanks in advance for any help the IDL gurus can provide!

-Ted
