
Subject: Re: Slow GUI on linux

Posted by [David Fanning](#) on Wed, 30 Sep 2009 13:23:18 GMT

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Wox writes:

> I made an IDL GUI application in which the widgets are destroyed and
> created (all under the same widget_base) depending on the actions of
> the user. On Windows this works but on linux it takes forever to
> rebuild the new GUI (adding buttons, tables, text_widgets, etc.). Is
> there a way to speed this up? Is it an IDL thing or a Linux thing?

I suspect it is an X Windows thing, as even some "normal" widgets are slow to render on my LINUX box. (I am thinking of PickColorName, in particular).

You can try a couple of things. You can try turning widget updating off for your top-level base while you create the widgets, then turn it back on at the end. (Use the UPDATE keyword.) I doubt this will give you much joy.

A better solution might be to make all the layouts you need ahead of time, and then just map them, as needed, into your base widget. This solution can be a bit ugly if there is a noticeable size difference between the various layouts.

What I usually do in a situation like this is just write my code in such a way as be able to set the options I want from the initial command. This way I can find out where my widget program is, using the TLB_GET_OFFSET keyword, and put another widget program directly on top of it, then destroy the first widget program. The user might see a tiny flash, but it is better than slow rendering.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Slow GUI on linux
Posted by [Wout De Nolf](#) on Mon, 05 Oct 2009 12:04:37 GMT
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On Wed, 30 Sep 2009 07:23:18 -0600, David Fanning <news@dfanning.com> wrote:

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> between the various layouts.

I am using the MAP keyword when there are a finite number of layout possibilities. Unfortunately this is not always the case (e.g. undefined number of buttons under a nonexclusive base).

Is there some X Windows thing I can change to improve rendering speed? And while we're at it: why do IDL widgets look so damn ugly under linux? Is IDL using a specific window manager or is it an X-client on its own (don't know much about these things)?

Subject: Re: Slow GUI on linux
Posted by [Wout De Nolf](#) on Mon, 05 Oct 2009 12:57:51 GMT
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On Mon, 05 Oct 2009 14:04:37 +0200, Wox <spam@nomail.com> wrote:

> And while we're at it: why do IDL widgets look so damn ugly under
> linux?

It's Motif isn't it? So our only hope for improvement is waiting for ITTVIS to switch to another widget toolkit?

Since the new IDLDE is based on eclipse, couldn't they use SWT? Does anyone know of plans in that (or any other) direction?

Subject: Re: Slow GUI on linux
Posted by [Michael Galloy](#) on Mon, 05 Oct 2009 16:42:37 GMT
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Wox wrote:

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>
> Since the new IDLDE is based on eclipse, couldn't they use SWT? Does
> anyone know of plans in that (or any other) direction?

Here's the last thing I know that ITT VIS has said about it:

<http://michaelgalloy.com/2009/04/20/idl-roadmap.html>

"Modern UI toolkit" coming in the next couple versions of IDL. But I'm not sure exactly what that will be.

Mike

--

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