Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by kotsines on Wed, 14 Jun 1995 07:00:00 GMT

In article <3rmqfv$jsj@reznor.larc.nasa.gov>,
Joseph M Zawodny <zawodny@arbd0.larc.nasa.gov> wrote:
>
> Looking at things a bit more, I notice that one of my widgets is running
> much slower (a factor of 2 or more) and is now flickering. I traced this
> "problem" to a point in the program where I am plotting calculations on the
> fly and displaying some updated information in a WIDGET_TEXT field. It
> appears that the formerly smooth operation of the following line under IDL
> V3.6.1 has been changed in some way under V4.0.
>
> widget_control,wids(2),set_value=curtim
>

Your problems are shared by many, I think. We were speaking of these
type of problems earlier in the thread 'widget convulsions'. I can verify
that I have these exact same problems as you now that we've upgraded to
4.0. We are on a HPUX / X11 system.

-tk
tomk@cmdl.noaa.gov

Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by zawodny on Wed, 14 Jun 1995 07:00:00 GMT

In article <3rmods$j1I@reznor.larc.nasa.gov> zawodny@arbd0.larc.nasa.gov (Joseph M
Zawodny) writes:
> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new
> release of IDL has radically altered the appearence of my widgets.

... the rest deleted.

Looking at things a bit more, I notice that one of my widgets is running
much slower (a factor of 2 or more) and is now flickering. I traced this
"problem" to a point in the program where I am plotting calculations on the
fly and displaying some updated information in a WIDGET_TEXT field. It
appears that the formerly smooth operation of the following line under IDL
V3.6.1 has been changed in some way under V4.0.

 widget_control,wids(2),set_value=curtim

For some reason, updating the value of a WIDGET_TEXT of a realized widget
now consumes enormous resources (It takes as much time to update the field

as it does to perform the complex orbital caclulations I am doing) and in the process also causes my widget to flicker now. This is most annoying and unacceptable.

Based on this and what I have read in this group, I reccomend that current users do not upgrade to V4.0

OH BTW, I have gotten wind of a new maintanence policy from the folks at RSI. In addition to a price hike, they are now charging floating network sites for each and every license in the site (they used to charge by the site). So, for a 6 license site running under OSF the annual maintanence has gone from $250 to $2250 ($375 * 6) per year. So plan your budgets accordingly.

 Time to look again at that site license from PV WAVE. Since I have to rewrite that code anyway to work under IDL V4.0, I might as well consider my alternatives.

--
 Joseph M. Zawodny   (KO4LW)   NASA Langley Research Center
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 TCP/IP: ko4lw@ko4lw.ampr.org   Packet: ko4lw@n4hog.va.usa.na

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Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by David S. Foster/Admin on Thu, 15 Jun 1995 07:00:00 GMT
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zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) wrote:
>
> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new
> release of IDL has radically altered the appeerence of my widgets. I have

> Has anyone else seen this or related alterations to widget behavior? If so
> on what platforms and under what operating(windowing) system?

Yes! Text widgets update much slower, and the XSIZE and YSIZE keywords
to WIDGET_LABEL are in pixel units. I personally think these should be
in character units, since that's what you're displaying! It's a shame
that you have to upgrade your code as well!

David Foster
foster@bial6.ucsd.edu

Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by thompson on Thu, 15 Jun 1995 07:00:00 GMT

zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) writes:

> In article <3rmods$j1I@reznor.larc.nasa.gov> zawodny@arbd0.larc.nasa.gov (Joseph M
Zawodny) writes:
>> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new
>> release of IDL has radically altered the appearence of my widgets.

> ... the rest deleted.

> Looking at things a bit more, I notice that one of my widgets is running
> much slower (a factor of 2 or more) and is now flickering. I traced this
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> appears that the formerly smooth operation of the following line under IDL
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> widget_control,wids(2),set_value=curtim

> For some reason, updating the value of a WIDGET_TEXT of a realized widget
> now consumes enormous resources (It takes as much time to update the field
> as it does to perform the complex orbital caclulations I am doing) and in
> the process also causes my widget to flicker now. This is most annoying
> and unacceptable.

I actually have this problem under 3.6.1c. It was much better in version
3.5.1. The only workaround I could come up with was to update the label every
10th step instead of every step.

It's really annoying.

Bill Thompson

Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by thompson on Thu, 15 Jun 1995 07:00:00 GMT

zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) writes:

> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new
> release of IDL has radically altered the appearence of my widgets. I have
> traced the "problem" to the following example.

> r = widget_label(b,value='Junk',xsize=4)

> Under previous versions of IDL this would work as expected, but under V4.0

> the text is truncated (only a fraction of a letter is visible). Dropping
> the XSIZE keyword "fixes" the problem.

> It appears that the "units" on the XSIZE keyword has changed from
> characters to pixels. ...

I also ran into this problem during the beta testing of IDL 4.0, and complained
to RSI. They said that widget_label is now working corectly, that it's
supposed to be in pixels. After some experimentation, I came to the conclusion
that previous versions of IDL were ignoring the XSIZE and YSIZE keywords and
simply sizing it based on the number of characters. We were only being fooled
that the XSIZE and YSIZE keywords were doing something.

To solve this problem, we've gone through our code and removed all references
to XSIZE and YSIZE in calls to WIDGET_LABEL. In my opinion, having XSIZE and
YSIZE in pixels for a text label is useless.

Bill Thompson

Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by zawodny on Fri, 16 Jun 1995 07:00:00 GMT
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In article <3rpcqa$hcl@post.gsfc.nasa.gov> thompson@orpheus.nascom.nasa.gov (William
Thompson) writes:
> zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) writes:
>
>> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new
>> release of IDL has radically altered the appearence of my widgets.

 ... stuff deleted

>> Dropping the XSIZE keyword "fixes" the problem.
>
>
> To solve this problem, we've gone through our code and removed all references
> to XSIZE and YSIZE in calls to WIDGET_LABEL. In my opinion, having XSIZE and
> YSIZE in pixels for a text label is useless.

My orginial intent in using the XSIZE and/or YSIZE keywords in WIDGET_LABEL
was to create a fixed size label where I could write various things while
the widget was running. The key word idea here is fixed size. I did not
want my widget geometry shifting around after every WIDGET_CONTROL call.
As it turns out it may have been unneccessary. As it is now I'd have to
agree with you.

--

Joseph M. Zawodny   (KO4LW)   NASA Langley Research Center
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