
Subject: Re: Widget convulsions.

Posted by [kotsines](#) on Thu, 08 Jun 1995 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <3r6d1p\$kn0@hippo.shef.ac.uk>,
Tim Hammond <ph2tjh@sunc.sheffield.ac.uk> wrote:

>
> Hello,
>
> I find that when the value of a widget is updated using the
> widget_control...set_value=... type construction the whole
> compound widget seems to go through a convulsion as the
> widget disappears and then reappears with its new value. This is
> particularly noticeable when the compound widget is destroyed
> and in some cases the effect can last for quite a while before
> the widget disappears. The actual running of the program is
> not affected in any way, but it makes the finished interface
> look a lot less professional.
> Is there perhaps a way of avoiding this that I haven't yet come
> across?
>

I do not have a solution to your problem, but have noticed something quite similar that only started happening after we upgraded ver 4.0. If I've got an already realized base and wish to add or delete buttons from it, it is suddenly painfully slow! If I ADD a button, it will first place the button at the first position it can, regardless of whether there is already a button there or not. Usually this means it putting it on top of another one. Then as if to say ('oops, can't put that here') it moves the button from the first position to where it belongs - at the end of the chain of buttons that are already there. In the process, it re-draws every button in the base. This produces a scrolling-type effect that is quite annoying when I want to add say 10 buttons at once, and it takes 5 seconds for it to do so. I would classify this as 'widget convulsions' too!

Anyone have ideas?

-tk

Subject: Re: Widget convulsions.

Posted by [patterso](#) on Fri, 09 Jun 1995 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

William Thompson (thompson@orpheus.nascom.nasa.gov) wrote:

: I've also run into this behavior and complained to RSI about it. It appears to
: have been introduced with IDL v3.6. My workaround was simply to not call
: WIDGET_CONTROL so often, i.e. update the widget less frequently. It also
: appeared that updating label widgets was faster than updating text widgets, but
: maybe that's not always the case.

: The problem appears to persist in IDL 4.0.

: Bill Thompson

I have this problem using button menu widgets - and it's not so easy to avoid
updating these as it's under User control. It does make the applications look
very unprofessional though. I hope RSI will do something about it. It's very
nice having all these extra stats libraries and whatever, but they should get
the basic program working properly first!

Tim

Subject: Re: Widget convulsions.
Posted by [thompson](#) on Fri, 09 Jun 1995 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ph2tjh@sunc.sheffield.ac.uk (Tim Hammond) writes:

> Hello,

> I'm currently working on a project which involves the creation of
> a lot of compound widgets which act as the graphical interface to
> a large suite of FORTRAN routines. I'm finding the widgets in IDL
> very easy to handle and have produced what I think are good
> results, but I do have one problem which I wonder if anyone else
> has encountered (and perhaps knows a solution to?).
> I find that when the value of a widget is updated using the
> widget_control...set_value=... type construction the whole
> compound widget seems to go through a convulsion as the
> widget disappears and then reappears with its new value. This is
> particularly noticeable when the compound widget is destroyed
> and in some cases the effect can last for quite a while before
> the widget disappears. The actual running of the program is
> not affected in any way, but it makes the finished interface
> look a lot less professional.
> Is there perhaps a way of avoiding this that I haven't yet come
> across?

> Technical note: I am running IDL 3.6.1(c) on a DEC alpha (the problem
> did not seem to be there for IDL 3.5.0 - perhaps because it ran

> faster?).

> Many thanks,

> Tim Hammond.

> -----

> hammond@solg2.bnsc.rl.ac.uk

I've also run into this behavior and complained to RSI about it. It appears to have been introduced with IDL v3.6. My workaround was simply to not call `WIDGET_CONTROL` so often, i.e. update the widget less frequently. It also appeared that updating label widgets was faster than updating text widgets, but maybe that's not always the case.

The problem appears to persist in IDL 4.0.

Bill Thompson
