>
> > Motif managers take a very simplistic approach to the way they handle events
> > for gadgets: they track for all events(such as Motion Notify) wether or not
> > the gadget expresses interest in the events. As a result, gadgets typically
> > generate a great deal more network traffic. Those with X terminals might find
> > a noticable network performance drop as a result.
> >
> > Really? What's the point using Gadgets then?
>
> It is a case of memory vs. network performance tradeoff. Gadgets
> save both client and server memory. But memory is easily expandable while
> network performance is not, so if I were designing Motif I would
> at least make it *possible* to avoid using gadgets. At present you
> really don't have a choice because Motif forces you to use gadgets
> in menus and in various other places.
>
> Adrian Nye
> O'Reilly and Associates, Inc.

I've been using the XmGraph widget that's been floating around and I
noticed the performance is significantly better using Gadgets, perhaps
even 100% faster. I had heard in an old programming course that gadgets
were no longer any benefit to performance, and that it's just as well
to use widgets everywhere. So why would ~50 pushbutton gadgets be a lot
quicker than 50 pushbuttons in the graph? Should I start putting gadgets
back into my long pulldown menus?

XmGraph manages children connected by XmArc widgets in a directed network
type graph with automatic layout capability.

Bill

                                    Schlumberger Geco-Prakla
                                    Internet : kayser@delft.sgp.slb.com