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Subject: Re: A little proposal on code analysis  
Posted by [mirek](#) on Sun, 10 May 2009 06:39:36 GMT  
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Mindtraveller wrote on Sat, 09 May 2009 17:42: Regretfully it didn't help. Code editing still lags with this update.

One of the tests: while in code editor, make new line with Enter, write //, then press '=' key and do not release it. A sequence of '=' symbols will be added, but not displayed (this is TheIDE lag), wait a while, then release the key, then all the symbols are being displayed, all at once. Correct behaviour should be displaying each symbol immediately after it was added.

test config: AMD Athlon 2.1 GHz, WinXP SP2, SVN 1151 + patch, TheIDE compiled with MSC9 (GUI MT).

Well, for record, displaying is not necessarily wrong behaviour, U++ (and most other GUIs) are designed this way since first MacOS.

The idea is that screen repainting is as lazy as possible - it is done only if no other input event is in the queue for processing. Better lag repainting than miss keystroke, right?

Anyway, if you still observe lag, I will have to dig deeper I guess. There definitely should not be any lag in this case.

Mirek

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