Subject: Re: A little proposal on code analysis
Posted by mirek on Tue, 12 May 2009 06:46:33 GMT

Mindtraveller wrote on Tue, 12 May 2009 02:28luzr wrote on Mon, 11 May 2009 12:19Another possibile reason of lag:

In ide/idewin.cpp, GUI_APP_MAIN comment out

ActivateUsrLog();

Mirek
Sorry, but bug is still there. But IMO it (lag) became smaller.
I also noticed that lag heavily depends on overall size and size of dependencies for ALL included and opened files, especially for the current one.
Turning off any applications and opening only one small .h file with only one CtrlLib.h/CtrlLib.h included, made bug almost disappear.

OK.

First, one more possibility (but given what you wrote above, unlikely):


```
void Ide::Periodic()
{
// CheckFileUpdate();
 SetIcon();
 if(debugger && debugger->IsFinished() && !IdeIsDebugLock())
  IdeEndDebug();
}
```


EDIT: Before bothering, try the patch below...

Second, we should decide if it is size of file or size of project or both.

Analyzing the code, I see no reason of influence of size of project (in fact, I believe that one was there and was fixed in the very first patch...).

Maybe you could try again plain CodeEditor and paste some very long file into it?

Thanks.

Mirek