## Subject: Upp application and CPU on Linux
Posted by lokki on Thu, 01 Apr 2010 12:09:03 GMT

Hello,

I have probably a stupid question and didn't find a proper place where to put it.

I have made some observation of my apps running on Linux (Ubuntu and Debian) and found out that even if I compile an application consisting just of an empty window, it takes approx. 5% of CPU all the time it is running (no matter if it's minimized or not). It also takes a bit more if it's focused.

I didn't encounter such issue (if this could be considered an issue ) on same upp application compiled on Win XP.

Also an reference "empty window application" done in QT4 on the same linux instance doesn't "eat" CPU at all. It's 0% unless you start moving the window or moving and clicking the mouse over the window.

Did anyone encounter this? Should this be considered as feature/error or is something wrong with my X? (I can't imagine how it would be to run concurrently e.g. 10 apps created by upp on such linux machine)

Thanks.

Edit: this is not April joke