
Subject: Upp application and CPU on Linux
Posted by [lokki](#) on Thu, 01 Apr 2010 12:09:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
