
Subject: Re: GDB_MI2 debugger fixes
Posted by [mdelfede](#) on Thu, 13 Feb 2014 13:23:51 GMT
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Hi Oblivion and Krugier,

I just noticed slow down when there are many arrays/maps to in 'this' inspector.... gdb needs to be called in several times and that's slow.

I've to decide if it's better to not show first container's elements or to just abort their operation if some event is in queue.

The first is easy but I find handy to see first elements in arrays and maps without having to inspect the variable... the second seems quite hard to achieve.

The alternative would be to add a checkbox on settings page for it.... what is your opinion ?

In my PC for a really complex 'this' class it takes less than half a second without containers evaluation, and more than 5-6 seconds if I have some 10 containers to evaluate, which is clearly too much time.

Ah, tooltips are disabled by now, I'm still implementing them in a fast way, it'll be ready in short time.

About general lags, I have theide in GTK mode and I don't notice any of them....

Ciao

Max

p.s.: Klugier, the 'first pane switching' is not lagging, probably you've got many containers in your class. It's the evaluation that is slow. You'll notice the lag also when stepping, after each quick step (about 0.5 seconds after last step, when re-evaluation begins).