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Subject: Re: Slow processing of compilation/linking messages

Posted by [Novo](#) on Thu, 14 Jan 2016 04:15:23 GMT

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mirek wrote on Tue, 12 January 2016 06:57 Just to be sure I am reading it right:

I see that our problem is that it spends 30 seconds in ConsoleLine and 20 seconds in ProcessEvents. Is this correct?

BTW, any hint for testcase? :)

Mirek

It is all about Ide::FindLineError.

Data is taken from the csv file.

```
Console::Wait 56.2542
Console::Flush 33.9297
Console::AppendOutput 31.305
Console::ToErrors 30.5814
Upp::Callback1<class Upp::String const &>::operator() 30.2399
Upp::Callback1<class Upp::String const &>::Execute 30.236
Upp::Callback1MethodActionArg<struct Ide,void ( Ide::*)(class
Upp::String const &,bool),class Upp::String const &,bool>::Execute 30.2312
Ide::ConsoleLine 30.2241
Ide::FindLineError 30.1371
IdeContext::GetMethodVars 13.3675
LoadVarFile 13.0497
Upp::LoadFile 10.0679
Upp::FindFile::FindFile 7.20606
Upp::FindFile::Search 7.16549
Upp::NormalizePath 5.89279
Upp::GetCurrentDirectoryA 5.78073
GetCurrentDirectoryW 5.6651

Ide::SetErrorEditor 91.036
Ide::FindLineError 84.486
Upp::FileExists 31.0498
Upp::FindFile::FindFile 30.0988
Upp::FindFile::Search 29.7346
Upp::NormalizePath 20.6142
Upp::GetCurrentDirectoryA 19.9171
GetCurrentDirectoryW 19.2236

PutLinkingEnd 45.8964
Ide::PutLinkingEnd 45.8964
Ide::FindLineError 43.6879
Upp::FileExists 15.7481
Upp::FindFile::FindFile 14.5634
```

Upp::FindFile::Search 14.4171  
Upp::NormalizePath 10.6789  
Upp::GetCurrentDirectoryA 10.0785  
GetCurrentDirectoryW 9.58546

A test case is simple. You need to compile something that has a lot of error messages.  
In my case I tried to compile 32-bit code using 64-bit version of TDM-GCC (by passing -m32) and linking against 64-bit libraries. :) This is an artificial test case but it highlights the problem.

Thanks.

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