
Subject: Re: Dynamic example - 100% CPU core load

Posted by [koldo](#) on Mon, 21 Aug 2017 09:24:58 GMT

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Dear Radek

ScatterCtrl_Demo/Dynamic tries to update the plot every 5 ms.

Depending on the computer, compiler options (debug - release) and painting mode (Painter - Draw), the update is done faster or slower, and CPU load varies.

If you change line

SetTimeCallback(-5, THISBACK(Animate));changing -5 (5 ms update) with 500 (500 ms update), probably your CPU load will be about 0%.
