Subject: Re: A terminal emulator widget for U++
Posted by Oblivion on Thu, 28 Mar 2019 18:21:25 GMT
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Quote:
Are you experiencing the same problems or is it something related to my web-server setup?

Yes, after you've pointed out, I've checked the behaviour and it is indeed eating a lot of CPU cylcles (On Linux 5.0, GCC, release mode, AMD ryzen) I get 16% cpu usage in idle state).

Good news is I found a possible candidate and a workaround (or fix maybe?) but Mirek should see it first.

is waiting for connections) seems to be the problem:

A simple workaround or a possible fix is to call Sleep(10) in ln: 75.

E.g.

```
for(;;) {
 if(quit)
  return false;
 Sleep(10); // Let's eat less CPU cycle while waiting for connections.
//...
```

OTOH, there are also bad news:

1) It ssems impossible to open multiple clients at once (at leasy on Firefox (latest).
   Symptom: When trying to open a second connection to turtle server, tab immediately closes (yet a second webword process runs in the background!).
2) I've noticed a potential security flaw: Closing the client using the client's "close window" button does not clear the browser tab (or canvas). It should. Or else sensitive data may be visible.

Best regards.
Oblivion