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Subject: Re: How to NOT dlopen libgtk and stuff....?  
Posted by [mirek](#) on Sun, 17 Dec 2006 17:50:13 GMT  
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First preliminary test

```
void InitX11Draw(const char *dispname)
{
    TimeStop tm;
    if(GTK() && GDK() && GOBJ()) {
        LOG("GTK load " << tm.Elapsed() << " ms");
    }
}
```

shows GTK load time 5ms. Startup is immediate (Ubuntu AMD64, AMD 2.4Ghz)  
Can you check the same?

(Draw/DrawX11.cpp 241)

Mirek

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