Subject: Dynamic example - 100% CPU core load
Posted by coolman on Tue, 15 Aug 2017 15:31:50 GMT
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Hi,

I have a question regarding the dynamic example in the ScatterCtrl_Demo. After a while the CPU load of one core is at 100%. Do you know the reason for that?

Thanks, Radek

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%.

Subject: Re: Dynamic example - 100% CPU core load
Posted by coolman on Mon, 28 Aug 2017 15:56:16 GMT
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Hi Koldo,

Thank you for the explanation. The CPU load is much lower with release build. And it's good to know how to modify CPU load.

BR,Radek