
Subject: How to NOT dlopen libgtk and stuff....?
Posted by [rockpiper](#) on Fri, 15 Dec 2006 19:17:32 GMT
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Somewhere between 605 and 612 you seem to have switched from drawing your own widgets to “dlopening” libgtk or something (at least on UN*X systems, didn't check Windows). Though this is nice for a better desktop integration for (at least) GNOME users, I'd rather have the old behavior back because it is WAY faster. (I'm talking about seconds of startup time, here)

Is there a way to accomplish this as a runtime or compile time option?

Thanks,
--r.

Subject: Re: How to NOT dlopen libgtk and stuff....?
Posted by [mirek](#) on Sun, 17 Dec 2006 16:42:44 GMT
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rockpiper wrote on Fri, 15 December 2006 14:17: Somewhere between 605 and 612 you seem to have switched from drawing your own widgets to “dlopening” libgtk or something (at least on UN*X systems, didn't check Windows). Though this is nice for a better desktop integration for (at least) GNOME users, I'd rather have the old behavior back because it is WAY faster. (I'm talking about seconds of startup time, here)

Interesting, I have not noticed such difference. Maybe I should check better. What is your hardware / distro? Have you checked the release mode?

Quote:
Is there a way to accomplish this as a runtime or compile time option?

You can get old look&feel, but dlopen is performed anyway, so that is no win...

I have no problem with adding the flag, but I would like to investigate this issue first. IME, the startup time difference is negligible. What can be wrong?

Actually, thinking about it, it is also possible that some other issue included on the way is causing the difference.

Mirek

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

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
