
Subject: using gates but program lags

Posted by [TeCNoYoTTa](#) on Mon, 25 Aug 2008 20:01:31 GMT

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i call this function

```
String file_data = client.ExecuteRedirect(HttpClient::DEFAULT_MAX_REDIRECT,
HttpClient::DEFAULT_RETRIES,THISBACK(progress_indecator));
```

and this is progress_indecator

```
bool Download_Manager_Window::progress_indecator(int x, int all)
{
    static float timer = 0;
    static float data = 0;
    static double counter = 0;
    double percentage;
    double temp1 = x, temp2 = all;
    if (all != 0)
        percentage = (temp1 / temp2) * 100.0;
    else
        percentage = 0;

    //label_DownloadDirectory.SetText(DblStr(percentage));

    progress_bar.Set(percentage, 100);

    timer = clock() - timer;

    data = x - data;

    //System("File path")
    //int percantage = (x/all)*100.0;

    if (data != 0 && timer != 0 && DbllInt(counter) % 10 == 0)
    {
        //label_File.SetText(IntStr(x / 1000) + " KBs out of " + IntStr(all / 1000) + " KB ");
        int temp = data / timer;
        String temps = IntStr(temp);
        temps += " KB/S";
        label_DownloadSpeed.SetText(temps);
    }

    timer = clock();
    data = x;
    counter++;

    if (x == all && counter > 10)
    {
```

```
timer = 0;  
data = 0;  
counter = 0;  
return true;  
}  
else  
    return false;  
}
```

but the program lags till the download finish

why ??

Subject: Re: using gates but program lags

Posted by [amrein](#) on Fri, 29 Aug 2008 18:12:01 GMT

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Because you are calling Download_Manager_Window::progress_iterator() too often from your main application? 0.5 or 1 second between each call should be enough.
