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 && DblInt(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 you main application? 0.5 or 1 second between each call should be enough.
