
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 percentage = (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.
