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Subject: Upp application and CPU on Linux  
Posted by [lokki](#) on Thu, 01 Apr 2010 12:09:03 GMT  
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Hello,

I have probably a stupid question and didn't find a proper place where to put it.

I have made some observation of my apps running on Linux (Ubuntu and Debian) and found out that even if I compile an application consisting just of an empty window, it takes approx. 5% of CPU all the time it is running (no matter if it's minimized or not). It also takes a bit more if it's focused.

I didn't encounter such issue (if this could be considered an issue ) on same upp application compiled on Win XP.

Also an reference "empty window application" done in QT4 on the same linux instance doesn't "eat" CPU at all. It's 0% unless you start moving the window or moving and clicking the mouse over the window.

Did anyone encounter this? Should this be considered as feature/error or is something wrong with my X? (I can't imagine how it would be to run concurrently e.g. 10 apps created by upp on such linux machine)

Thanks.

Edit: this is not April joke

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Subject: Re: Upp application and CPU on Linux  
Posted by [tojocky](#) on Thu, 01 Apr 2010 18:22:51 GMT  
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Hello!

It is not true!

I compiled GoogleTranslatorDemo from bazaar that uses global shortcut with scanning in every 0.1 second the keyboard and it works perfectly an eat 0% on running.

I use Ubuntu 9.10.

Regards, Ion Lupascu (tojocky).

lokki wrote on Thu, 01 April 2010 15:09Hello,

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Subject: Re: Upp application and CPU on Linux  
Posted by [mirek](#) on Fri, 02 Apr 2010 08:37:50 GMT  
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lokki wrote on Thu, 01 April 2010 08:09

I have made some observation of my apps running on Linux (Ubuntu and Debian) and found out that even if I compile an application consisting just of an empty window, it takes approx. 5% of CPU all the time it is running (no matter if it's minimized or not). It also takes a bit more if it's focused.

It is possible. The reason is that we are doing some stuff each 20ms. But it is the same in Win32.

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Subject: Re: Upp application and CPU on Linux  
Posted by [nlneilson](#) on Sat, 03 Apr 2010 19:20:26 GMT  
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That is odd your CPU usage is higher.  
You should be able to open several instances of your app.  
I just opened 20 instances of an app made with Upp  
<http://www.nlneilson.com/apps/Distance.exe>

All for 20 instances  
dual core - Intel

1~2% CPU, the same as if they were not opened on Vista.  
On Ubuntu 10.04b it's ~30% but that is an .exe opened with Wine.  
single core - AMD  
XP 0%  
Ubuntu 9.10 ~20% with Wine but ~10% with none opened.

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Subject: Re: Upp application and CPU on Linux  
Posted by [Mindtraveller](#) on Mon, 12 Apr 2010 14:30:36 GMT  
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luzr wrote on Fri, 02 April 2010 12:37we are doing some stuff each 20ms. Is it all about posting callbacks and timers? If it is so, is there a possibility to disable this thing (i.e. if I want to switch to MtAlt instead of doing some job each 20 ms)?

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Subject: Re: Upp application and CPU on Linux  
Posted by [mirek](#) on Mon, 12 Apr 2010 16:50:45 GMT  
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Mindtraveller wrote on Mon, 12 April 2010 10:30luzr wrote on Fri, 02 April 2010 12:37we are doing some stuff each 20ms. Is it all about posting callbacks and timers? If it is so, is there a possibility to disable this thing (i.e. if I want to switch to MtAlt instead of doing some job each 20 ms)?

Unlikely - most of it is cursor animation, tooltip checking etc... Things that are not possible to be done any other way.

That said, involved code is really minimal.

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