

Wt - Support #8718

About Wt.WT.updateDelay

06/23/2021 05:24 AM - Apivan Tuntakurn

Status:	New	Start date:	06/23/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			

Description

I found that changing `Wt.WT.updateDelay = 0`; speed up the localhost app a lot.

It also have effect with online app <https://webtoolkit.eu/widgets/graphics-charts/paintbrush>
Try execute console `Wt.WT.updateDelay = 0`; The paint widget is much better.

I try it with our large application and your website, it work fine.

I'd like to know what is the reason of `Wt.WT.updateDelay`?
Should I adjust this? What is the potential problem if I change it?

History

#1 - 07/06/2021 05:18 PM - Korneel Dumon

I think the idea is to batch these fast paced events like `mouseover`, so that you don't get a massive amount of separate requests to the server. I never really noticed that the paintbrush was particularly slow.

We have a few components (eg. 3d charts) in Wt that require low latency and in that case, we implement the functionality in javascript.