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Subject: Re: IDLVM and retail

Posted by [JD Smith](#) on Fri, 08 Sep 2006 16:12:33 GMT

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On Fri, 08 Sep 2006 09:28:20 -0600, David Fanning wrote:

> JD Smith writes:

>

>> Keep

>> in mind that there are many many event callback procedure operating

>> simultaneously, so you don't want to put a CATCH statement in all of

>> them (plus it's slow for each motion event to call CATCH).

>

> Ben's follow up this morning reminded me that I meant to

> ask about this.

>

> Do you have evidence that a CATCH statement is slow?

> I pretty much put CATCH error handlers in ALL my

> event handlers, including those used in draw widgets

> for motion events. I have never noticed that these

> were "slow". Or, rather, I've never thought speed was

> a problem for anything I was doing with motion events.

I guess I've never really measured it. It seems the actual call to CATCH + a test on the catch error variable take about a microsecond for me, so really probably not a problem (i.e. it will always be a tiny part of your motion event callback budget).

What I do always wonder is how setting up a set of nested catches bogs down IDL, since it must always keep track of where it will jump to when an error occurs. Probably just an over-defined sense of optimization.

JD

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