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Subject: Re: SEye 0.3.0B

Posted by [jnz](#) on Fri, 27 Apr 2007 10:29:44 GMT

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Thanks, just wondering. how long does it take for GetPrivateProfileString to execute? I think this is causing the SEye to use a lot of CPU. I don't see what could be making it use 60+ CPU other than it drawing.

EDIT: BTW, it calls it everytime it draws to the screen (and everytime it needs settings. When i get home today, ill make a class to store the info and see if it makes things faster. If it does, ill have a look into making the charater move smoothy.

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