

Re: Application Startup Performance

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.compactframework/2008-11/msg001>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Tue, 25 Nov 2008 07:59:18 -0700
-

You may also be doing a bunch of other data setup during startup. We can't really tell you what's going on unless you tell us what your code does. However, if you are, for example, opening a database connection or loading some bitmaps for use by the program, etc., those would naturally be part of the problem. None of my programs, other than those that open database connections, take anything like that long. How long does it take to start up a simple Hello, World application on the device? That's the best you can do. If it's 12 seconds, you're stuck, unless you want to switch to native code. I'd bet that a look through your code will show you tons of things that are done on startup that could be done in a background thread to improve user experience.

Paul T.

"Simon" <Simon@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:C453EA6D-E559-48FB-B05A-76250905A30C@xxxxxxxxxxxxxxxxxxxx>

Hey gang.

First off I want to say thanks for all the efforts on the NETCF. I really love the library set.

I am a mobile developer who works on 3 major mobile platforms (WM/BlackBerry/iPhone) and by far .NET is my most experienced platform for me however our applications start up time is far longer on NETCF than the other 2 platforms.

I really want to eliminate the "slow WM" perception and I really think it relates to our application start up time because I think once the app is up and going it flies through some seriously impressive amount of code. NETCF2 really improved huge performance in this regard.

No other SDK comes even close to NETCFv2+. Seriously the best SDK.

Re: Application Startup Performance

However application start up is taking around 10–14 seconds of the spinning cursor until the Main() methods first line occurs in our application.

What kinds of things can I improve on to reduce this?

Perception is reality sadly. The iPhone does not have super fast app loading either, but they do some hacky things to improve the "perception". I doubt I'm able to publically discuss this because of their license agreements however ;)

I really want to try and improve this experience if possible. I am thinking of taking any code out of the Main() and constructor so that a window can pop up as fast as possible, and then do loading.

People want to see the "window" pop up ASAP generally, or else they consider it slow, even if a wait cursor occurs once the window has shown.

However it takes 10–14 seconds to hit the Main method, so what kinds of things can cause this?

I imagine straight up amounts of code the JIT has to munch through is one factor. Is there anything programatically I can do to relieve this?

Are static objects being allocated at this point and increasing the loading time?

Any help would be greatly appreciated!

Thanks and take care,
Simon