Subject: Re: resizing eats memory
Posted by mirek on Sun, 09 Aug 2009 15:28:43 GMT

What a nasty bug! (And quite critical one).

Well, it is not so bad, I believe it should have had stopped after eating 32MBs (can you check before syncing the fix?).

The cause was unfortunate interaction between MakeImage cache, its adaptive "max cache size" algorithm and Windows driven resizing of window; adaptive code required to be called in "job is done" situation, which was when in U++ message loop input queue is empty - it then increased maximum cache size to actual size needed in processing events.

However, when resizing, we are not in U++ loop, but windows performs its own, only calling WM_PAINT. Means adaptive algorithm had no chance to optimize and cache maxed out to upper limit - which, to make things worse, was slightly incorrectly set to 4 megapixels of Image data, which usually results in 32MB of total data.

All should fine now (on svn in one hour).

Mirek