Subject: ide32 etas mem

Posted by arturbac on Sun, 24 Jun 2007 23:26:52 GMT

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I dont understand but for some time when i read my project into the ide, the ide eats about 500 MB of mem.

See pic.

File Attachments

1) ide32_eats_mem.PNG, downloaded 396 times

Subject: Re: ide32 etas mem

Posted by arturbac on Mon, 25 Jun 2007 23:32:44 GMT

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ok. I see that propably the only way is to build project from scrach.

Subject: Re: ide32 etas mem

Posted by mirek on Wed, 27 Jun 2007 07:00:40 GMT

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That is really a lot... how large is the project? (There is "Statistics" in File menu, totla number of .cpp and .h lines).

One possible explanation is that there happened something wrong with Assist++ database. You can test it by invoking Assist / Rescan code.

Subject: Re: ide32 etas mem

Posted by arturbac on Wed, 27 Jun 2007 08:36:10 GMT

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The problem was with .svn subdirectory.

I moved all files from directory then i start feeding it back when the .svn dir has been moved away and back everything is ok.

Maybe add option to not scan .svn or directory with . at the beginning of name.

Subject: Re: ide32 etas mem

Posted by mirek on Wed, 27 Jun 2007 09:49:28 GMT

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arturbac wrote on Wed, 27 June 2007 04:36The problem was with .svn subdirectory. I moved all files from directory then i start feeding it back when the .svn dir has been moved away and back everything is ok.

Maybe add option to not scan .svn or directory with . at the begining of name.

That is really weird: Only files listed in packages are scanned, which does not include .svn (note: this might change in the future to scan all used include files (e.g. win32 API) - but even then .svn directory should not be scanned).

I am always feeling a bit nervous when encountering a bug like this. Any more ideas what can be significant here?

Subject: Re: ide32 etas mem

Posted by mirek on Wed, 27 Jun 2007 09:49:49 GMT

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E.g. was not ide 64bit build?

Subject: Re: ide32 etas mem

Posted by arturbac on Wed, 27 Jun 2007 22:13:23 GMT

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luzr wrote on Wed, 27 June 2007 11:49E.g. was not ide 64bit build? No as on screenshot 32bit

I used this folder on Vista too, so propably some files in svn has owner not existing in XP64 but this is not a problem for app as use Admin accounts on both OS.