Subject: [FIX] resizing eats memory
Posted by loki on Thu, 06 Aug 2009 07:48:16 GMT
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Hello,

when I resize theIde or other U++ application, then it needs more and more memory which is not freed after stoping resizing. Is this normal? Why is this?

I resize using the border of the window.

WinVista 64Bit
Upp 1460

For example I have an application wich uses in maximized mode 2,3MB of memory. After resizing a bit, It uses more then 10MB. And more if I go on with resizing.

if compiled with gcc, then the memory usage grows faster as if compiled with msvc.

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

Subject: Re: resizing eats memory
Posted by loki on Sun, 09 Aug 2009 17:07:06 GMT
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Thanks for the fix

I tried out how long the memory grows. Interesstingly it seems to stop at 16MB. At least it is growing then. But very slow. And I do not want to resize the window an hour long.

svn works perfect
