

Kepler - Bug #2267

SVG - Memory Usage

11/11/2005 11:53 AM - Matthew Brooke

Status:	Resolved	Start date:	11/11/2005
Priority:	Immediate	Due date:	
Assignee:	Matthew Brooke	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	1.0.0alpha9	Spent time:	0.00 hour
Bugzilla-Id:	2267		
Description			
<p>Currently, if Batik has to display more than about 150 SVG icons, it causes a JVM crash with an OutOfMemoryError. This is also an issue when showing actor thumbnail icons in the actor library, since these are also rendered using Batik. So for example doing a search for a very common term that returns many actors (eg "a") causes an OutOfMemoryError.</p> <p>Have looked for obvious places to save memory, but now i think we're just limited by what batik can do. Obvious solution is to start caching icons, since many of them may be the same, yet they all get rendered from scratch</p>			
Related issues:			
Blocked by Kepler - Bug #2245: TRACKING: Batik SVG Rendering - remaining tasks		In Progress	11/04/2005

History

#1 - 11/11/2005 11:56 AM - Matthew Brooke

This is partly exacerbated by the current large size of the actor SVG icons. After hand-editing the director icon, and then running kepler and cutting and pasting multiple copies of the director onto the canvas, it will support 316 actors instead of the previous 150.

This bug obviously still needs fixing (still gets OutOfMemoryError doing a search for a very common term that returns many actors (eg "a")), but adding this info here for posterity.

#2 - 12/15/2005 09:53 PM - Matthew Brooke

OutOfMemoryError doing a search for a very common term that returns many actors (eg "a") - this is now fixed by changes to XMLIcon.java, including selective rendering using vergil vs batik, and use of raster thumbnails for library icons.

Large size of svg icons addressed under separate bug

closing

#3 - 03/27/2013 02:19 PM - Redmine Admin

Original Bugzilla ID was 2267