# Kepler - Bug #2348

## Rewrite disk based GIS code for speed increase

01/31/2006 11:19 AM - Dan Higgins

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| **Status:** | In Progress | **Start date:** | 01/31/2006 |
| **Priority:** | Normal | **Due date:** | |
| **Assignee:** | Dan Higgins | **% Done:** | 0% |
| **Category:** | actors | **Estimated time:** | 0.00 hour |
| **Target version:** | 3.X.Y | **Spent time:** | 0.00 hour |
| **Bugzilla-Id:** | 2348 | | |

### Description

Currently, the java GIS routines for handling ascii grid files uses a
PersistentVector class that was originally created for Morpho when raster are
too large for RAM. This method works but is really quite slow.
A good part of this slowness is probably due to the treatment of the raster data
as Java objects (actually as string arrays).
It is likely that a new approach using Java NIO buffers could greatly speed up
these virtual memory routines. This should be investigated at some point in the
future.
Dan Higgins - Jan 31, 2006

## History

**#1 - 04/27/2006 04:13 PM - Dan Higgins**

I am moving this to post 1.0 since it is not essential and we have too many other things to do.

**#2 - 03/27/2013 02:19 PM - Redmine Admin**

Original Bugzilla ID was 2348