Kepler - Bug #2374

SVG - Improve inital rendering times

02/28/2006 08:42 PM - Matthew Brooke

Status:	Resolved		**Start date:**	02/28/2006
Priority:	Immediate		**Due date:**	
Assignee:	Matthew Brooke		**% Done:**	0%
Category:	interface		**Estimated time:**	0.00 hour
Target version:	Post-rel-1.0.0		**Spent time:**	0.00 hour
Bugzilla-Id:	2374			

Description

Batik rendering only: when an actor is first dragged to the canvas, or when a
workflow is first opened, there is a long delay before the new-style SVG icons
appear. Subsequent renderings of the same actor are much faster, since the icons
are cached on a per-actor basis. Need to:

1) look at initial rendering and see how it can be made faster

2) do caching on a per-image basis, so each image is read and parsed only once,
then put in a global cache

Related issues:

Blocked by Kepler - Bug #2245: TRACKING: Batik SVG Rendering - remaining tasks	**In Progress**	**11/04/2005**

History

#1 - 05/24/2006 10:34 AM - Matthew Brooke

Look at the class:

kepler/exp/cd ex

#2 - 05/24/2006 10:36 AM - Matthew Brooke

Ignore that last comment - typed in the wrong window :-P

Look at the class:

kepler/src/exp/ptolemy/vergil/icon/XMLIcon.java

- this is where the icons are assigned. Could maybe hook a cacheing mechanism in here

#3 - 12/11/2007 09:44 AM - Dan Higgins

Move to post 1.0

#4 - 04/03/2009 01:11 PM - Chad Berkley

The SVG icons render immediately for me on my MacBook Pro. I think this may have been fixed when the change was made to load the actors
dynamically into the library instead of statically. I'll close this bug for now. If anyone still has issues with SVG rendering, please re-open it.

#5 - 03/27/2013 02:19 PM - Redmine Admin

Original Bugzilla ID was 2374