

Smuxi - Feature # 114: local engine should not use engine buffer lines

Status:	Closed	Priority:	High
Author:	Mirco Bauer	Category:	Engine
Created:	09/02/2008	Assigned to:	Mirco Bauer
Updated:	12/26/2008	Due date:	
Subject:	local engine should not use engine buffer lines		
Description:	When a local engine is running there is no need to keep the message in the engine memory, as there is no way other frontends could connect it to. This will reduce memory usage after running smuxi for a while (on active channels).		

History

12/17/2008 11:32 PM - Mirco Bauer

- Status changed from *New* to *Closed*
- 1 set to *fixed*

Instead of completely disabled engine buffer lines, it's overridden to only use 10 lines, else we might loose messages. Implemented in SVN revision r437

12/23/2008 04:06 PM - Mirco Bauer

- Status changed from *Closed* to *Feedback*
- 1 deleted (*fixed*)

This seemed to cause a regression that sometimes happens when using a local engine. Messages sometime get lost at application startup.

12/26/2008 07:58 PM - Mirco Bauer

- Status changed from *Feedback* to *Closed*
- 1 set to *wontfix*

Well I don't think this optimization is that useful compared to the issues it causes. The issue is that the session needs to be initialized in a different way, so the local frontend is getting all messages from the beginning of it, else it misses those messages because the engine message buffer is empty. 512 bytes per message * 100 messages * 10 channels is 0.5 MB, not really worth it.