

Smuxi Issues [FROZEN ARCHIVE] - Bug # 936: Smuxi uses regulary 100% CPU for a short time

| | | | |
|---|------------|---------------------|-------------|
| Status: | Closed | Priority: | Normal |
| Author: | Lex Black | Category: | Engine |
| Created: | 01/08/2014 | Assigned to: | Mirco Bauer |
| Updated: | 05/21/2015 | Due date: | |
| Complexity: | | | |
| Found in Version: Git Commit be5b05a1f3 | | | |
| Subject: Smuxi uses regulary 100% CPU for a short time | | | |
| Description: Somewhere inbetween the commits 106bbeb30f and be5b05a1f3 (master) was something introduced that causes smuxi to use the cpu at 100%. | | | |
| I'm using a local engine, so dunno if it's the server at fault or the frontend | | | |

History

01/10/2014 07:53 PM - Lex Black

Additional notes:

The problem gets more vivid the longer smuxi is running.

Cycling through the channels with ctrl+tab is sluggish.

01/11/2014 08:35 PM - Lex Black

Lex Black wrote:

> Additional notes:

> -The problem gets more vivid the longer smuxi is running.-

> Cycling through the channels with ctrl+tab is sluggish.

It's case about the join/quit messages. Altough it's fixed with b9b5eaa the issue is most likely solved by accident (and somehow similar to the nicklist resize)

Running /benchmark_message_builder -c 1000 -t -m produces following results:

Bad build:

```
builder.AppendMessage() builder.AppendText() count: 1000 took: 1841 ms avg: 1,84 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 2013 ms avg: 2,01 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 1808 ms avg: 1,81 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 1824 ms avg: 1,82 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 2164 ms avg: 2,16 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 1822 ms avg: 1,82 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 1813 ms avg: 1,81 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 2098 ms avg: 2,10 ms
```

Good Build:

```
builder.AppendMessage() builder.AppendText() count: 1000 took: 174 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 174 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 176 ms avg: 0,18 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 181 ms avg: 0,18 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 171 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 169 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 176 ms avg: 0,18 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 173 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 172 ms avg: 0,17 ms
builder.AppendMessage() builder.AppendText() count: 1000 took: 176 ms avg: 0,18 ms
```

builder.AppendMessage() builder.AppendText() count: 1000 took: 174 ms avg: 0,17 ms

02/14/2014 07:47 PM - Mirco Bauer

- *Status changed from New to Feedback*

Is this issue gone with latest HEAD?

02/14/2014 07:47 PM - Mirco Bauer

I think it was potentially fixed in commit:b9b5eaab869c9648a4d9c976cc8a36856ae02f92

02/14/2014 07:48 PM - Mirco Bauer

- *Category set to Engine*

- *Assigned to set to Mirco Bauer*

05/14/2015 09:12 AM - Mirco Bauer

Please try Smuxi 1.0~rc3 and tell me if the issue has gone away or not.

05/14/2015 09:12 AM - Mirco Bauer

- *Target version set to 1.0*

05/15/2015 11:38 AM - Lex Black

I even forgot that I opened this bugreport (That long is this a non-issue now)

But cannot tell when it was gone.

But this can be closed

05/21/2015 05:28 PM - Mirco Bauer

- *Status changed from Feedback to Closed*

- *% Done changed from 0 to 100*

Thank you very much for the feedback! I am going to close this ticket now then.

Files

smuxi100.png

107.1 KB

01/08/2014

Lex Black