

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 114: local engine should not use engine buffer lines

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine
<b>Created:</b>	09/02/2008	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	12/26/2008	<b>Due date:</b>	
<b>Subject:</b>	local engine should not use engine buffer lines		
<b>Description:</b>	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 lose 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 sometimes 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.