Smuxi Issues [FROZEN ARCHIVE] - 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 completly disabled engine buffer lines, it's overriden 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.