Subject: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Fri, 15 Feb 2019 07:21:27 GMT
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Platform: Win7x64

Even the simplest examples cause large memory usage increases every time the window is moved to the edge of the desktop to prompt a resize until memory usage plateaus. Insufficient reclamation occurs - it will sustain high memory usage until another image is chosen. In sufficiently complex images moving to desktop extents rapidly will cause the application to freeze for a few seconds. Thoughts?

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Fri, 15 Feb 2019 18:56:38 GMT
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The number of page faults also appears to increase significantly to around 30,000-40,000/second while moving the window to the extents, though I'm not sure how significant that is.

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Tue, 19 Feb 2019 13:29:43 GMT
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jjacksonRIAB wrote on Fri, 15 February 2019 08:21Platform: Win7x64

every time the window is moved to the edge of the desktop to prompt a resize until memory usage plateaus.

Somehow I cannot decifer what exactly this means... especially I am confused by "prompt a resize"...

Other than that, what U++ version is this? 2018.1 or trunk?

Mirek

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window

to edges of screen.
Posted by peterh on Tue, 19 Feb 2019 13:50:02 GMT
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mirek wrote on Tue, 19 February 2019 14:29jjacksonRIAB wrote on Fri, 15 February 2019 08:21Platform: Win7x64

every time the window is moved to the edge of the desktop to prompt a resize until memory usage plateaus.

Somehow I cannot decifer what exactly this means... especially I am confused by "prompt a resize"...

In Win7, if a window is moved, as soon as the mousearrow touches the outer margin of the deskop, Windows draws a resized ghost image of the window that is attached to the mouse and offers to resize the window automatically.

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Tue, 19 Feb 2019 13:56:49 GMT
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peterh wrote on Tue, 19 February 2019 14:50mirek wrote on Tue, 19 February 2019 14:29jjacksonRIAB wrote on Fri, 15 February 2019 08:21Platform: Win7x64

every time the window is moved to the edge of the desktop to prompt a resize until memory usage plateaus.

Somehow I cannot decifer what exactly this means... especially I am confused by "prompt a resize"...

In Win7, if a window is moved, as soon as the mousearrow touches the outer margin of the deskop, Windows draws a resized ghost image of the window that is attached to the mouse and offers to resize the window automatically.

Ah, this, thanks!

Mirek

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.

Posted by jjacksonRIAB on Sat, 23 Feb 2019 16:22:47 GMT
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Yes, that's what I meant. Sorry what I said was unclear.

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Sat, 23 Feb 2019 17:30:27 GMT
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jjacksonRIAB wrote on Sat, 23 February 2019 17:22Yes, that's what I meant. Sorry what I said was unclear.

Can you try with trunk? (I have made some optimizations).

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Sat, 23 Feb 2019 18:09:57 GMT
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Sure, the memory usage appears to be a lot better now - going from 7.1 to 29.

The one example I am still having problems with is the Pythagoras tree causing the window to stop and lag when the image is clipped off the edge of the screen, though the memory usage is down on that as well so I think that's a separate issue.

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Mon, 25 Feb 2019 08:11:23 GMT
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jjacksonRIAB wrote on Sat, 23 February 2019 19:09Sure, the memory usage appears to be a lot better now - going from 7.1 to 29.

The one example I am still having problems with is the Pythagoras tree causing the window to stop and lag when the image is clipped off the edge of the screen, though the memory usage is down on that as well so I think that's a separate issue.

Pythagoras tree is extreme example. That one is slow no matter what...

Mirek

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Mon, 25 Feb 2019 10:16:31 GMT
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Ahh, so if I wanted to keep fluid movement, I'd have to render it to an image or something else that would allow some stretching (that likely won't be noticed anyway) so the clipping computation becomes temporarily simpler?

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by mirek on Mon, 25 Feb 2019 11:06:34 GMT
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jjacksonRIAB wrote on Mon, 25 February 2019 11:16Ahh, so if I wanted to keep fluid movement, I'd have to render it to an image or something else that would allow some stretching (that likely won't be noticed anyway) so the clipping computation becomes temporarily simpler?

Well, if you render things with similar complexity, then you definitely should take some steps...

Mirek

Subject: Re: Painter: Excessive memory usage in PainterExamples moving window to edges of screen.
Posted by jjacksonRIAB on Mon, 25 Feb 2019 11:50:12 GMT
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Will do, then. Thanks, Mirek - the reduction in memory usage is great!