

CocoMUD client - Bug #64

CocoMUD becomes sluggish after some time

12/08/2016 06:35 PM - Vincent Le Goff

Status: Feedback	% Done: 40%
Priority: Normal	
Assignee: Vincent Le Goff	
Category:	
Sprint/Milestone:	
Description As made evident in #54 , the client becomes slow after some time. This is due to the fact that, at each line being added, the client needs to rewrite the entire output. This is a secondary side-effect of using an AccessPanel. While this remains a great solution for accessibility's sake, it also has consequences, particularly if the client doesn't delete its upper lines after some time.	
Related issues: Related to CocoMUD client - Bug #54: The client window can't handle too many ... Closed	

History

#1 - 12/08/2016 06:35 PM - Vincent Le Goff

- Related to Bug #54: The client window can't handle too many lines added

#2 - 12/13/2016 07:55 AM - Vincent Le Goff

- Sprint/Milestone set to 8

#3 - 12/23/2016 11:14 AM - Vincent Le Goff

- Sprint/Milestone changed from 8 to 9

#4 - 12/30/2016 04:59 PM - Vincent Le Goff

- Sprint/Milestone deleted (9)

#5 - 01/01/2017 04:14 PM - Vincent Le Goff

- Sprint/Milestone set to 10

#6 - 01/09/2017 05:37 PM - Vincent Le Goff

- Sprint/Milestone deleted (10)

#7 - 11/18/2017 11:37 AM - Vincent Le Goff

- Sprint/Milestone set to 15

#8 - 11/18/2017 12:04 PM - Vincent Le Goff

The AccessPanel's approach of replacing the text might not be necessary. Besides, fixing it so the cursor wouldn't move would speed up and increase accessibility. It won't solve the problem, but it will delay it.

#9 - 12/17/2017 04:35 PM - Vincent Le Goff

- Status changed from Open to Feedback

- Assignee set to Vincent Le Goff

- Sprint/Milestone deleted (15)

- % Done changed from 0 to 40

A first try to fix it, depending on user input. For the time being, a menu allows to clear window output whenever the user wishes.