

# Application: gvSIG desktop - gvSIG bugs #1664

## Memory leak loading raster layers in the layout

03/13/2013 04:40 PM - Ignacio Brodín

<b>Status:</b> Closed	<b>% Done:</b> 0%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b> Ignacio Brodín	
<b>Category:</b> Document layout	
<b>Target version:</b>	
<b>Severity:</b>	<b>Add-on version:</b>
<b>gvSIG version:</b> 2.0.0	<b>Add-on build:</b>
<b>gvSIG build:</b>	<b>Add-on resolve version:</b>
<b>Operative System:</b>	<b>Add-on resolve build:</b>
<b>Keywords:</b>	<b>Proyecto:</b>
<b>Has patch:</b> No	<b>Hito:</b>
<b>Add-on name:</b> Unknown	

**Description**

Load a big raster layer in a view  
Select A0 size in a new layout  
Add the view to the layout  
We can view that the memory spending increases. (A great amount of int arrays are loaded)  
If we remove the view from the layout, this memory is not released

### History

#### #1 - 03/14/2013 05:42 PM - Ignacio Brodín

- File *org.gvsig.raster.patch* added

It seems that there is memory without releases when gvSIG draws a raster layer. Moreover the layout does not releases memory. Arrays of integers are kept in memory forever.

The first step is solved the raster problems. I attach the patch.

#### #2 - 03/21/2013 02:00 PM - Ignacio Brodín

gvsig-raster:r1674

#### #3 - 04/09/2013 11:50 AM - Juan Lucas Domínguez

- File *org.gvsig.app.document.layout.app\_patch.txt* added

Fixed some memory leaks in the layout plugin (added patch "org.gvsig.app.document.layout.app\_patch.txt", must be applied to workspace, not to a project)

#### #4 - 04/29/2013 08:05 AM - Ignacio Brodín

- Status changed from *New* to *Fixed*

#### #5 - 02/26/2014 12:41 PM - Álvaro Anguix

- Status changed from Fixed to Closed

## Files

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org.gvsig.raster.patch	12.1 KB	03/14/2013	Ignacio Brodín
org.gvsig.app.document.layout.app_patch.txt	4.64 KB	04/09/2013	Juan Lucas Domínguez