

## Quassel IRC - Bug #312

### Very slow resizing of Quassel Client with long backlog

09/07/2008 04:02 AM - yofel

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	EgS	<b>% Done:</b>	0%
<b>Category:</b>	Quassel GUI (Qt)	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.3.1	<b>OS:</b>	Any
<b>Version:</b>	0.13.1		
<b>Description</b>			
When running the Quassel Client and having a long backlog - like when reloading the backlog out of the core's database - quassel becomes very slow when trying to resize the window or the width of the nick and buffer columns and uses up much cpu-time. The cpu usage increases with the length of the loaded backlog.			

#### History

##### #1 - 10/31/2008 01:44 PM - EgS

Lots of work has been put into rewriting the resize handling, so it's now way faster.

Depending on the amount of lines in a buffer and the hardware you're running quassel on, it might still feel slow. For example: resizing 10k lines is very sloppy on my box.

I don't see any more room for optimisations here. So I'll mark it now as fixed.