

Slideshow - Bug #1711

Memory leak on IE

02/01/2017 06:19 PM - Luke Murphey

Status:	In Progress	Start date:	02/01/2017
Priority:	Normal	Due date:	
Assignee:	Luke Murphey	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2.5.2		
Description			
https://answers.splunk.com/answers/495269/slideshow-when-running-slideshow-on-ie-why-does-it.html			

History

#1 - 02/12/2017 07:31 PM - Luke Murphey

- Status changed from New to In Progress

#2 - 02/12/2017 07:37 PM - Luke Murphey

Confirmed that Edge seems to do it too.

#3 - 02/12/2017 07:55 PM - Luke Murphey

Observations:

- Edge easily gets to 3 GB of memory used for the same show that Chrome hovers around 300 MB
- Edge doesn't change pages more than once (see [#1741](#))

#4 - 02/12/2017 07:59 PM - Luke Murphey

To try:

1. Removing the nprogress indicator: no change
2. Removing the overlay: no change
3. Removing the frame control handlers: no change
4. Removing the hide overlay: no change
5. Try `collectGarbageForIframe()` from <http://stackoverflow.com/questions/8407946/is-it-possible-to-use-iframes-in-ie-without-memory-leaks>

#5 - 02/12/2017 08:50 PM - Luke Murphey

Wondering if this is a defect in IE and Edge.

- <https://developer.microsoft.com/en-us/microsoft-edge/platform/issues/1653044/>
- <http://stackoverflow.com/questions/8407946/is-it-possible-to-use-iframes-in-ie-without-memory-leaks>
- <https://developer.microsoft.com/en-us/microsoft-edge/platform/issues/8449104/>

#6 - 02/12/2017 08:56 PM - Luke Murphey

Added code to `purgeFrame` from <http://stackoverflow.com/questions/8407946/is-it-possible-to-use-iframes-in-ie-without-memory-leaks>.

It stills seem to increase.

#7 - 02/12/2017 08:57 PM - Luke Murphey

<https://auth0.com/blog/four-types-of-leaks-in-your-javascript-code-and-how-to-get-rid-of-them/>

#8 - 02/12/2017 08:58 PM - Luke Murphey

Might want to disable GPU rendering per <https://community.servicenow.com/thread/224646>

#9 - 02/13/2017 07:01 AM - Luke Murphey

Frame deletion only happens at the show termination. Perhaps it should be called earlier?