# Redmine - Defect #4931

# Migrating from trac is not possible, fails to allocate memory

2010-02-25 14:33 - el cuco

Status:	Closed	Start date:	2010-02-25
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
-	luce output		
Category:	Importers	Estimated time:	0.00 hour
Target version:	0.9.4		
Resolution:	Fixed	Affected version:	
Description When trying to import a trac repository, the process will fail due to memory allocation errors (tested on Debian, with 512mb ram and a few GB of swap). Migrating components			
<pre>(See full trace by running task withtrace) Eventually, this worked when I commented a few lines in the migration script: turing:~/redmine-0.8# svn diff Index: lib/tasks/migrate from trac.rake</pre>			
lib/tasks/mig +++ lib/tasks/mig @@ -309,12 +309,1 text = t # Ticket	grate_from_trac.rake (revision grate_from_trac.rake (working		
- if \$1. - TICK - "\## - else - s - end	length < 10 XET_MAP[\$1.to_i]   = \$1 {TICKET_MAP[\$1.to_i]    \$1}"		
+# TI +# "\ +# else +# s +# end end # We wou	<pre>S1.length &lt; 10 SCKET_MAP[\$1.to_i]   = \$1 ##{TICKET_MAP[\$1.to_i]    \$1}" state and like to convert the Code high will go into the next line.</pre>	lighting too	
However, this is "not optimal" and I would like to have a better solution. See: <u>http://www.redmine.org/boards/2/topics/8923</u>			

## Associated revisions

Revision 3494 - 2010-02-26 16:55 - Jean-Philippe Lang

Removes a useless assignment in Trac importer (#4931).

## History

# #1 - 2010-02-25 14:50 - Jean-Philippe Lang

- Category set to Importers

### #2 - 2010-02-26 16:41 - Jean-Philippe Lang

How many tickets do you have in your Trac database? Can you retry without the useless assignment:

## #3 - 2010-03-02 15:14 - el cuco

Sorry for the late-update, I have been fighting Debian to get ROR running :)

I have about 1300 tickets, without many interactions (some do mention "ticket:1234" or something similar, but most do not). Your "patch" fixed the issue, now the imported does work.

Let me understand, the memory consumption was O(n^2) when n is the amount of tickets?

## #4 - 2010-03-03 23:19 - Jean-Philippe Lang

- Status changed from New to Resolved

- Target version set to 0.9.4
- Resolution set to Fixed

Let me understand, the memory consumption was O(n^2) when n is the amount of tickets?

No, the ticket count was not the problem (1300 is ok). I think you add many or large #\d+ patterns in some texts (wiki, ticket descriptions...) that were not ticket ids. And they were filling the TICKET\_MAP hash.

Thanks for the feedback.

### #5 - 2010-03-04 11:46 - el cuco

Yes, each ticket title contains 2-3 numbers... Now lets work on a backport of this to Debian :)

### #6 - 2010-04-07 16:18 - el cuco

I have contacted the Debian developers, in order to fix the Debian package for the upcomming release (so Redmine is part of the official distribution). They asked if this bug will be part of 0.9.4 (which apparently will happen, as you tagged it properly).

Anyway, if you are interested, the bug is found here: <u>http://bugs.debian.org/576682</u> (this includes another bug in Debian + a patch, feel free to comment on this if you want).

## #7 - 2010-04-11 16:19 - Jean-Philippe Lang

- Status changed from Resolved to Closed

Yes, it will be part of 0.9.4. It was merged in 0.9-stable in r3643.