

## Movian - Feature #784

### Plugins: Cache remote (HTTP) image files

11/18/2011 09:12 PM - andreas sebes

<b>Status:</b>	Fixed	<b>Start date:</b>	11/18/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Andreas Smas	<b>% Done:</b>	100%
<b>Category:</b>	Filesystem	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.4		

#### Description

I'm developing a plugin that use several images loaded from http. That images are loaded to the directory to make menus.

The problem is the images are always the same, but showtime is always getting them from http witch takes time. Because of this the user have to wait to see the images and the menu is not fluid.

Could it be possible to cache http images on disk for a period of time?

#### Associated revisions

##### Revision b888f9b7 - 12/10/2011 12:03 AM - Andreas Smas

glw: Make image loaders load expired images from cache if they are available.

It then retries (at lowest priority) to refetch those images and will replace the displayed image if the contents have changed

Fixes #784

#### History

##### #1 - 11/19/2011 01:06 PM - Andreas Smas

- *Category changed from Plugins to Filesystem*

- *Status changed from New to Need feedback*

Showtime will cache the images correctly based on the HTTP headers.

Even so, I think some of the HTTP servers out there just does this incorrectly.

But i'm thinking of a better way so that showtime can always use images from cache and just reload them afterwards.

Do you have an URL to the images in question?

Just want to make sure that the current cache mechanism is not broken.

##### #2 - 11/21/2011 12:42 PM - andreas sebes

Hi andreas,

This problem is for all images i get from HTTP.

Try this URL for example:

<http://www.ps3crunch.net/forum/images/styles/UndergroundStyle/style/logot.png>

**#3 - 11/24/2011 04:26 PM - andreas sebes**

I tested with more images and some are being cached because that load instantly.

**#4 - 12/10/2011 12:03 AM - Andreas Smas**

- *Status changed from Need feedback to Fixed*

- *% Done changed from 0 to 100*

Applied in changeset commit:b888f9b76da6d035f9021b20ce21b80fbadd2ccc.

**#5 - 12/13/2011 08:24 PM - andreas sebes**

Working very well! thanks andreas