Android.graphics.bitmap.createbitmap out of memory





Loading large bitcards in memory is always a pain. We all see OOM (Out Of Memory) errors in our reports of failures due to large images. Android has limited memory as we all know. We have to keep this in mind, there are a lot of stackoverflow questions about it and you can just skip this blogpost and keep copying-in when you have an OOM :) But for the rest, I want to give some information about downloading a great bitmap and how it actually works. I wanted to give you the logic of decoding bitcards. I suggest you use Picasso or Glide to upload an image. There is no need to reinvent the wheel. Download Bitmap in memoryIt's easy. All you need to do is decipher the image using BitmapFactory. Seems all right. But there's a problem I'm going to tell you. Let's check to decipher the size of the bit cards in memory: 12262248 Bytes, which is 12.3 MB. Yes, you may be confused. You may think that the actual image size on the disk is about 3.5MB and getByteCount () shows more than the size of the disk. Here's the reason: the image to memory, it no longer compresses and takes up as much memory as it needs for all pixels. StepsGet image size without downloading in memory Calculate is a scale factor with the size of the image. Download a bit of the map into memory with calculated values. This class to reach the first step. We'll swipe bitmapFactory. Options to BitmapFactory. decode Source. supplied You can see that we've set up our options by setting in JustDecodeBounds right. What's the point of in JustDecodeBounds? This means that we don't want to get information (width, height, etc.) about the image. So we can calculate the scale factor with this information. When we run this code and the value of the magazine options: Here's the result. We have height, width. And I just wanted to see if bitmap is really zero. Cross-checking: done. Reducing the size of the image (in memory) Now it's time to calculate inSampleSize. Hold on. What is inSampleSize? inSampleSize is a scale factor that belongs to the BitmapFactory.Options class. If we have an image of 1000x1000 and we installed inSampleSize 2 before deciphering. We will have an image of 500x500 after the decryption operation. If we have an image of 200x400 and we installed inSampleSize 5, we will have a 40x80 image after decryption. Can we use it like this? No. Because we don't know what the size of the image is. If it's a small and we make it smaller, our user can see several pixels instead of images. Some images should be reduced in half. We can't set the scale factor as a constant. So we have to make a calculation depending on the size of the image. The calculation in SampleSize up to you. I mean, you can your algorithm to suit your needs. In the android documentation, they calculate its power of the two main ones. But you can also calculate your in SampleSize with a step in it 1 to 1. You can check the in SampleSize settlement code from android documentation. We switch toJustDecodeBounds to false and get a bit of a map with copy options. Now bitmap.getByteCount will return 3.1MB. It's the size of the memory. As I said, the images are compressed when it is on the drive. They are bigger when we upload them to memory. We have decreased from 12.3MB to 3.1MB. It decreases %75 in MEMORY. By reducing the size of the image (in the disk) We can also reduce the size of the image on the disk. We can compress our bit map using Bitmap.Let's compression method to check file size without changing the image quality of the bitmap. 100 means the same quality. When I figure for the original image, the result is 1.6 MB on the disk. Let's change the quality and check the file size again. I changed the quality to 50. And the result is 24.4 KB.Compress format should be . JPEG, if we want to change the quality cannot be changed in PNG format. We have reduced the file size from 1.6MB to 24.4MB. Here's the result. Feel free to ask/add something. game when I play on my mobile phone with 4GB of RAM my app fails with the Out Of Memory error. I have about 45 images, everything is optimized and compressed. How to fix it?? Boban Stojmenovic 2017-10-04 11:15:57 UTC #2 It's hard to know if you have images optimized or not, or is the process a question. Provide more information about images that are px sized, fixed or responsive by @Italo: First, you should understand that the size of the image says that its file size is 100 kb, and its size is 1024 x 768, 32 bit color, then this image uses more than 3MB of RAM (not 100kb!), when you show it on the screen. (1024 768) - 32) / 8 - 3,145,728 kb (3 MB) Now, it's a mistake that most people make when using mechanisms as virtual screens: They install different components of the image with downloaded but hidden images, instead of having only one component and change the image according to the user's choice or app events without knowing that obviously the hidden components of the image also use the ram (yes, even if they are invisible!). We can better help you, the more information we get... Boban TomasVeloso1772 2017-10-04 11:46:57 UTC #3 all my mine 100x60px. I have a fixed screen size. All my images are invisible, but everything is loaded at the beginning. I want to upload only a picture that I want to Do the same, instead of showing or hiding them in the process, install the image file there. Thus, the image does not use memory while hidden, which actually does not make sense. Tomas Veloso1772 2017-10-06 00:56:18 UTC #5 Hello! My app always fails. I tried everything to repair, but still crashing ... My app has 3.9mb, I have a fixed screen size. I have 1 screen, all the blocks are in order ... I have a lot of canvas and imagesprites, my problem is always full memory because I have about 50 images and the app always crashes in the average game ... I tried everything to repair, but still crashing ... Can you tell me how I can fix this problem, or is it an appybuilder error? Sorry about my English! Reports from Google Play: java.lang.OutOfMemoryError: at dalvik.system.VMRuntime.newNonMovableArray (Native Method) at android.graphics.Bitmap.createBitmap (Bitmap.java:1070) at android.graphics.Bitmap.createBitmap (Bitmap.java:1040) at android.graphics.Bitmap.createBitmap (Bitmap.java:1070) at android.graphics.Bitmap.createBitmap (Bitmap.java:1070) at android.graphics.Bitmap.createBitmap (Bitmap.java:1040) at android.graphic android.graphics.Bitmap.createBitmap (Bitmap.java:944) at android.graphics.Bitmap.createScaledBitmap (Bitmap.java:436) at com.google.appinventor.components.runtime.Canvas\$CanvasView.onSizeChanged (Canvas.java:436) at android.view.View.sizeChanged (View.java:17806) at android.view.View.sizeChanged (Canvas.java:436) at android.view.View.sizeChange android.view.View.layout (View.java:17685) at android.widget.LinearLayout.java:17686) at android.widget.LinearLayout.java:17688) at android.view.View.layout.java:17688) at android.view.layout.java:17688) at android.view.layout.java (ViewGroup.java:5631) at android.widget.FrameLayout.layoutChildren (FrameLayout.java:325) at android.widget.FrameLayout.onLayout (FrameLayout.java:261) at android.view.View.layout (View.java:17688) at android.view.ViewGroup.layout (ViewGroup.java:5631) at com.google.appinventor.components.runtime.ScaledFrameLayout.onLayout (ScaledFrameLayout.java:189) at android.view.ViewGroup.java:5631) at android.widget.FrameLayout.java:17688) at android.view.ViewGroup.java:5631) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (ViewGroup.java:5631) at android.view.ViewGroup.java:5631) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (View.java:17688) at android.view.ViewGroup.java:5631) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (View.java:17688) at android.view.ViewGroup.java:5631) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (View.java:17688) at android.widget.FrameLayout.java:17688) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (View.java:17688) at android.widget.FrameLayout.onLayout (View.java:17688) at android.widget.FrameLayout.java:325) at android.widget.FrameLayout.onLayout (View.java:17688) at android.widget.FrameLayout.java:17688) at (FrameLayout.java:261) at android.view.View.layout (View.java:17688) at android.view.ViewGroup.layout (ViewGroup.java:5631) at com.android.internal.widget.ActionBarOverlayLayout.onLayout (ActionBarOverlayLaylayout.java:493) at android.view.view.layout on android.view.ViewGroup.layout (ViewGroup.java:5631) on android.widget.FrameLayout.layout(View.Jourg.1201) at android.view.View.layout(View.Java:325) on (FrameLayout.java:325) on (FrameLayout.java:325) on (FrameLayout.java:325) at android.view.View.layout (View.java:17688) at android.view.View.layout (View.java:17688) at android.view.View.layout (View.java:325) on (FrameLayout.java:325) on (FrameLayout.java (ViewRootImpl.iava:2513) at android.view.ViewRootImpl.java:2228) at android.view.ViewRootImpl.java:1366) at android.view.ViewRootImpl.java:6768) at android.view.Choreographer\$CallbackRecord.run (Choreographer.java:923) at android.view.Choreographer.doCallbacks (Choreographer.java:735) at android.view.Choreographer.doFrame (Choreographer.java:667) at android.view.Choreographer.java:667) at android.view.Choreographer.java:909) at android.os.Handler.handleCallback (Handler.java:761) at android.os.Handler.dispatchMessage (Handler.java:98) at android.os.Looper.loop (Looper.java:156) at android.app.ActivityThread.main (ActivityThread.java:6523) at java.lang.reflect.Method) at com.android.internal.os.ZygoteInit\$MethodAndArgsCaller.run (ZygoteInit.java:941) at com.android.internal.os.ZygoteInit.main (ZygoteInit.java:831) java.lang.OutOfMemoryError: at dalvik.system.VMRuntime.newNonMovableArray (Native Method) at android.graphics.Bitmap.nativeCreate (Native Method) at android.graphics.Bitmap.ava:879) at android.graphics.Bitmap.createBitmap (Bitmap.java:856) at android.graphics.Bitmap.createBitmap (Bitmap.java:787) at android.graphics.Bitmap.createScaledBitmap (Bitmap.java:663) at com.google.appinventor.components.runtime.util.MediaUtil\$3.run (MediaUtil\$3.run (MediaUtil\$3.ru image for one screen. It is made by the memory of ssues Hossain 2017-10-06 00:56:19 UTC #8 I have not resumed the 50x image for one screen. It makes memory ssues @Ali Aydin has a recommendation. If you have multiple screens, make sure you manage the opening and closing of the property. Villy Hasko 2017-10-06 00:56:19 UTC #11 I have the same problem. Thanks Ali Aydin tip I try Boban Stojmenovic 2017-10-06 00:56:19 UTC #12 Why start a new theme when I play on my mobile phone with 4GB of RAM my app fails with the Out Of Memory error. I have about 45 images, everything is optimized and compressed. How to fix it?? TomasVeloso1772 2017-10-06 13:15:27 UTC #14 I don't know what I can do with this OMG... Today I created 4 following screens, on the first screen 40 images, on the 2nd I have 10 ... etc - all images are optimized (about 100x60px), but the app is still crashing with the Out Of Memory error when I want to Different screen has been closed ... I need to have a minimum of 40 images on the first screen. And that's the problem. If I open the screen all the images are invisible, but everything is loaded at the beginning and everyone uses a lot of memory. MY OUESTION: If I want to upload only 1 image at the moment, how can I do it? Hossain 2017-10-06 15:38:46 UTC #15 Tomas Veloso1772; I need to have a minimum of 40 images on the first screen. And that's the problem. If I open the screen all the images are invisible, but everything is loaded at the beginning and everyone uses a lot of memory. If you install images or sprites, they will consume memory, regardless of its guenter visibility 2017-10-06 16:01:09 UTC #16 Can I set the image on No? If I only install my photos on the components that are visible at the moment and install the invisible components back in No... Do they still use the memory space from a picture that has been a load before? Hossain 2017-10-06 16:47:17 UTC #17 @Guenter if you don't use it, why did you initially assign him a picture? Gunther 2017-10-06 16:52:36 UTC #18 for example... In my wheel of luck games I use some buttons in horizontal arrangement ... but during the game I have to show just a few of them at the same time... at this point I put a picture for them when the screen initialize ... So they all need a memory... It would be great to install buttons to no one if they are not unreasonable to keep a memory ... Tomas Veloso1772 2017-10-06 19:40:59 UTC #19 Thanks for the tip. I will try it tommorow Abhi4124 2018-01-12 08:07:05 UTC #20 Hi, I do not know if this thread still exists, but I have to switch the screen more often. I will need to take users to different pages, and at some points the app crashed due to a memory error. I got a report from Google Play and I uploaded the image. I want the solution to fix this as soon as possible the ad because I get a request from my users K L 2018-02-04 13:39:03 UTC #21 the same problem here. Has anyone solved this problem? I upload images from the fire base, it displays a fine, but suddenly this error appears. Hossain 2018-02-04 13:45:35 UTC #22 @K L It Out of Memory, depending on the number and size of the images. Do your app handle a lot of images? next page -> Frequently Asked Questions Category / Privacy Policy Guidelines

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