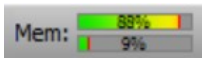
XPression Memory Cache Settings for 32-bit Editions

The following changes should only be made on XPression 32-bit systems that exhibit memory fragmentation issues and only when recommended by Ross Video Technical Support.

This document covers the following topics for memory cache settings:

Monitoring Memory

Memory meters located next to the menus along the top of the XPression interface can be used to keep track of available memory and current usage:



- The top meter displays the largest block of available memory. The largest block of memory available can be attained by hovering the mouse cursor over the top meter to display a tool tip with the current memory block information.

  If the meter is reaching 100%, the memory is overly fragmented.

- The bottom meter displays the current memory usage. The memory usage can be attained by hovering the mouse cursor over the bottom meter to display a tool tip with the current memory usage information.

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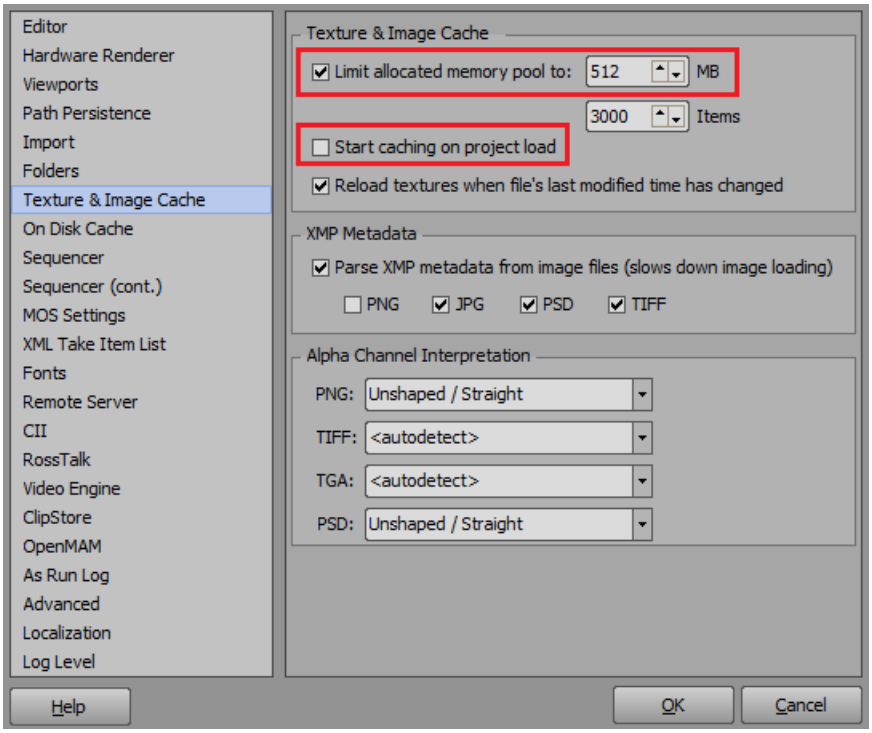
In Memory Cache Settings

In **Edit > Preferences**, in the **Texture & Image Cache** section, change the **Limit allocated memory pool to** value from 512 MB to 128 MB to limit the maximum amount of textures that will be loaded and retained in the texture cache. By lowering the value, it allows more memory to be free and allocated for other purposes, such as loading video clips, holding scenes, objects, take items, etc. This is a safe change to make to the system to help mitigate running out of memory.

If a scene requires more textures than this value, they will still be loaded. The texture cache will grow to accommodate all textures required for currently on-air scenes, and once those scenes are taken off-air the extra textures will be freed to bring the overall memory usage of the texture cache back to within the limit.

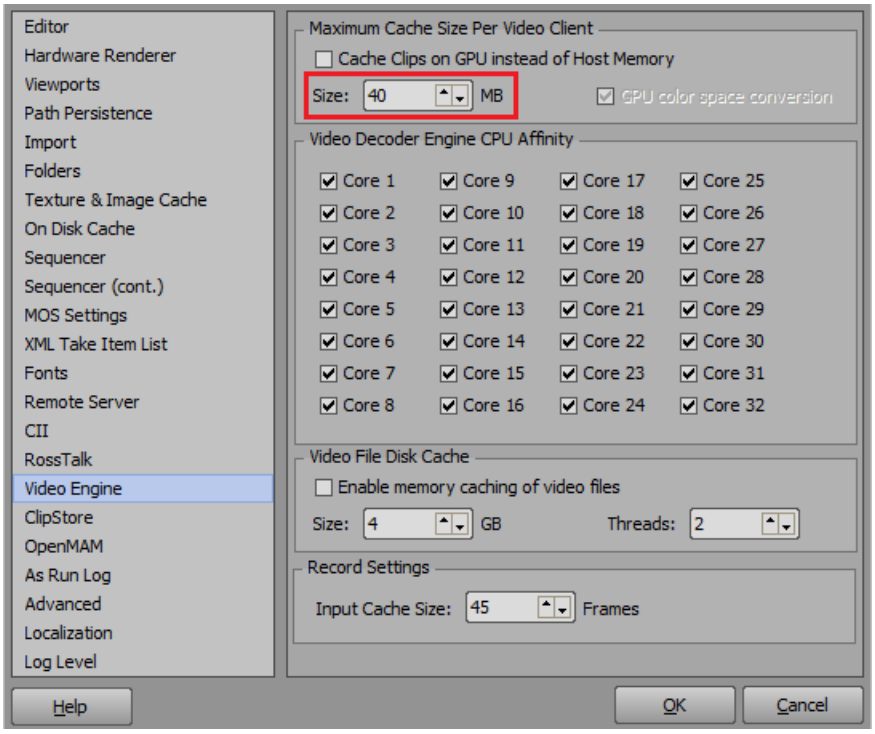
Also, disable **Start caching on project load** to prevent XPression from caching unused textures in projects.



Video Engine Settings for NLE Workflow

IF USING NLE WORKFLOW:

In **Edit > Preferences**, in the **Video Engine** section, lower the **Maximum Cache Size Per Video Client** to 40 MB if the memory issue persists.



This setting determines the maximum amount of memory that will be allocated for a single instance of a video clip in a scene. If a scene uses multiple video clips, each video clip will allocate this amount of memory.