
Memory and Performance Settings

The Memory and Performance Settings provides options to specify memory settings for Servoy Clients.

`servoy.initialClientHeap`

The initial memory allocated by the rich client in megabytes

`servoy.maxClientHeap`

The maximum allowed memory usage by the rich client in megabytes
(only to be changed if you notice in about dialog in the client that the memory is running low)

`servoy.vmClientArgs`

The JVM arguments used by a client at startup

`servoy.clientJarLoadOption`

Sets loading of beans and plugins to lazy (loaded when needed), or eager (always directly loaded).

Note: Once a plugin or bean is loaded, it is not loaded again until it has changed on the server.

Lazy loading can not be used when there is a bean jar depending on another jar!

`servoy.fastClientStartup`

Enables fast client startup (this can cause an error after a Servoy server code update, which is resolved by restarting the client a second time).

`servoy.objectPoolSize`

Greater than 0 will enable object pooling on server for non-mutable objects, can result in less network traffic for Smart Client, and less memory usage for the Web Clients

`servoy.disableDataChangeNotify`

Disables all client data notifications (inserts, updates, deletes). Should be used for performance testing only!

`servoy.disableServersidePack`

Disables the super packing (zipping) of jars on the server; disable this if you have signing problems.

`servoy.selectINValueCountLimit`

Sets the maximum records for an IN statement after which a temporary table will be used to perform the select. Default value is 200.