# Infrastructure - Task #6559

Story # 6494 (Closed): Remove local caching of inputstreams from v1 API method implementations

# in v1, turn off localCache by default, and add a size limit to avoid out of memory issues.

2014-11-10 18:55 - Rob Nahf

Closed	Start date:	2014-11-10
Normal	Due date:	
Rob Nahf	% Done:	100%
d1_libclient_java	Estimated time:	0.00 hour
CCI-1.5.0		
None	Story Points:	
1.3.1		
	Normal Rob Nahf d1_libclient_java CCI-1.5.0 None	NormalDue date:Rob Nahf% Done:d1_libclient_javaEstimated time:CCI-1.5.0Story Points:

# Description

while removing LocalCache from d1node.get() and getSystemMEtadata() only causes a change in performance (no coding changes), it is a released feature, so it wouldn't be appropriate to remove at this point. Instead, make the default setting OFF / false, and document the change.

Also implement the second size-limit property so that LocalCache users have control over what they think their application can manage.

## Associated revisions

## Revision 14746 - 2014-11-10 20:24 - Rob Nahf

adding maxObjectSize property to D1Client cache properties. refs #6559

## Revision 14746 - 2014-11-10 20:24 - Rob Nahf

adding maxObjectSize property to D1Client cache properties. refs #6559

#### Revision 14746 - 2014-11-10 20:24 - Rob Nahf

adding maxObjectSize property to D1Client cache properties. refs #6559

#### Revision 14746 - 2014-11-10 20:24 - Rob Nahf

adding maxObjectSize property to D1Client cache properties. refs #6559

#### History

## #1 - 2014-11-11 22:25 - Rob Nahf

- Status changed from In Progress to Testing
- % Done changed from 50 to 100
- Product Version changed from \* to 1.3.1

finished implementation of D1Client.cacheObjectSizeLimit, javadocs for D1Node.get, and unit tests

## #2 - 2014-12-15 18:37 - Rob Nahf

- Status changed from Testing to Closed
- translation missing: en.field\_remaining\_hours set to 0.0