

redmineorg-copy202205 - Vote #75311

Redmine is slow to create new issues or edit users that belongs to a big number of projects.

2022/05/09 17:20 - Admin Redmine

ステータス:	New	開始日:	2022/05/09
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	Issues_2	予定工数:	0.00時間
対象バージョン:		作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/17203	status_id:	1
category_id:	2	tracker_id:	1
version_id:	0	plus1:	0
issue_org_id:	17203	affected_version:	
author_id:	78705	closed_on:	
assigned_to_id:	0	affected_version_id:	77
comments:	2		

説明

Hi,

I'm having speed problems with an installation of Redmine 2.4.2.stable, that has about 2000 projects. When I try to create an issue or edit a user that belongs to all these projects, the page takes to load about 18 seconds.

When I click on the user, on the Administration page, in the production.log file I find 2000 lines like this one:

```
MemberRole Load (0.3ms) SELECT "member_roles".* FROM "member_roles" WHERE "member_roles"."member_id" = 280xx
```

Is it possible to speed up this queries?

Thanks.

journals

I think there has been some speed enhancement work done on this specific query, maybe you should test with latest version.

Not proposing this as a solution, rather just a general suggestion: check your server log file size..

Recently I noticed a number of areas in my application were getting slower and slower, especially with issue creation and updating. After restarting with a clean log file (it was close to 500k lines / 60MB at that point) suddenly the whole interface was back to being as snappy as it was when we first started with it. With the number of projects you have in your system (compared to my 50-odd), perhaps this would make a bigger difference to you.

The wiki has some info on setting up a "log file rotation system":

<http://www.redmine.org/projects/redmine/wiki/RedmineInstall#Logging-configuration> to keep the running log file size down, but I haven't yet managed to get that working in my Bitnami stack based system.

履歴

#1 - 2022/05/10 17:10 - Admin Redmine

- カテゴリ を Issues_2 にセット