# Disk loader

*Version 1.0.0, by Giorgio Bianchini*

**Description**: Lazily accesses the trees from disk. Safe even when using huge files. If the input file is not in binary tree format, it will be converted to a temporary file.

**Module type**: LoadFile

**Module ID**: `71727eb5-550d-435e-8e9b-37606d3b0a4e`

Rather than loading the tree file in memory, this module reads it from the disk. This causes a further performance reduction, even when compared to the *Compressed memory loader*, but makes it possible to work with *huge* files.

## Parameters

### Large file threshold

*Global setting*

**Control type**: File size

**Default value**: 25 MiB

This global setting provides a file size threshold. If the file that is being opened is larger than this threshold, a dialog is also shown to the user, asking them if they want to read all the trees from the file or skip some of them. The value can be changed from the global settings window accessible from Edit > Preferences...

This setting affects the *Memory loader*, *Compressed memory loader* and *Disk loader* modules.

### Huge file threshold

*Global setting*

**Control type**: File size

**Default value**: 1 GiB

This global setting provides a file size threshold above which the priority of this module increases. The value can be changed from the global settings window accessible from Edit > Preferences...

## Further information

If the tree file that has been opened is in Binary format, it is read directly from the disk.

Otherwise, it is converted to Binary format in a temporary file (the compression is streamed, so that no more than one tree is loaded in memory at any one time). When a tree needs to be accessed, it is read from the file on disk. Therefore, the amount of memory necessary to use this module is approximately equal to the memory size of a single tree.

This module has a high priority when the size of the file being read is greater than the Huge file threshold.