

# Composer has performance issues

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URL: <https://docs.grassfish.com/docs/composer-has-performance-issues>

Archiviert am: 2025-07-17 18:30:46

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## Symptoms

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When editing a spot in the HTML Composer, performance slows down due to media preloading.

## Resolution

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The following explanation and steps can help you identify and solve the issue.

### Understand media retrieval

In the spot, the `getElementWrapper` function from the [gfWizardBase library](#) is used to get media data from the `ascData` field.

This function calls another function called `wrap`. When it handles a media element, it creates a DOM element called `clippedMediaHtml` using the `getMediaElements` function. This causes all related images and videos to load.

Loading all this media can slow down performance.

### Switch functions

To avoid performance issues, you can use the `getElementValue` function instead. It lets you access media data through `getMediaData`, without creating the wrapper.

This prevents the media from loading unnecessarily and helps improve performance.

```
const mediaElement = window.gfWizardBase.getElementValue('Media');
const mediaDataObject = window.gfWizardBase.getMediaData(mediaElement[0]?.SpotId);
const mediaUrl = mediaDataObject?.FullFilePath || null;
```

#### Note

To learn more, see our articles on [HTML spot development](#).