Smuxi Issues [FROZEN ARCHIVE] - Bug # 434: Frontend might lose new messages when connecting to rem

Status:	New	**Priority:**	Urgent
Author:	Mirco Bauer	**Category:**	Engine
Created:	08/04/2010	**Assigned to:**	Mirco Bauer
Updated:	11/26/2013	**Due date:**	
Complexity:	High		
Found in Version:			
Subject:	Frontend might lose new messages when connecting to remote engine		
Description:	When a frontend connects to a remote engine there is a chance of losing messages that arrive during the sync phase. This is a race condition that needs to be addressed.		

Associated revisions

08/28/2010 06:10 PM - Mirco Bauer

Updated code comment for a known issue. (references: #434)

History

09/01/2010 12:12 AM - Mirco Bauer

- Target version changed from 0.8 to TBD

09/01/2010 12:12 AM - Mirco Bauer

- Category set to Engine

- Assigned to set to Mirco Bauer

02/05/2012 11:34 AM - Mirco Bauer

- Target version changed from TBD to 0.10

Smuxi needs to use snapshots when retrieving chat data from the engine and the engine needs to track what as changed since then and re-queues all changes and pushes them when the frontend signals a finished sync. There is an experimental branch which implements this new sync approach, see: http://git.qnetp.net/?p=smuxi.git;a=shortlog;h=refs/heads/experiments/sync_snapshots

02/05/2012 11:40 AM - Mirco Bauer

- Target version changed from 0.10 to 0.9

08/18/2013 01:35 PM - Mirco Bauer

- Target version changed from 0.9 to 0.10

11/26/2013 08:01 PM - Mirco Bauer

- Target version deleted (0.10)