

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 has 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.qnntp.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)*