

## MonoTorrent - Bug # 552: New seeding files cannot be opened

<b>Status:</b>	New	<b>Priority:</b>	High
<b>Author:</b>	Dave Lowndes	<b>Category:</b>	
<b>Created:</b>	12/12/2010	<b>Assigned to:</b>	
<b>Updated:</b>	12/12/2010	<b>Due date:</b>	
<b>Subject:</b>	New seeding files cannot be opened		
<b>Description:</b>	<p>When I download a file and TorrentState changes from downloading to seeding I pass to a Windows Media Player control to open and play. The control cannot play the file.</p> <p>When I restart the client application and the file exists on disk, it goes from hashing to seeding but this time I can open and play the file in Windows Media Player.</p> <p>I am trying to open the file based on the TorrentStateChanged event.</p> <p>I have inserted debugging code to try and open the file once seeding:</p> <pre>&lt;pre&gt;Stream stream = new FileStream(((TorrentFile)e.TorrentManager.Torrent.Files.First()).FullPath, FileMode.Open, FileAccess.Read, FileShare.Read);&lt;/pre&gt;</pre> <p>If I try to read the file once state shifts from downloading &gt;&gt; seeding I get:</p> <p>_System.IO.IOException: The process cannot access the file 'C:\downloads\movie.mpg' because it is being used by another process_</p> <p>I don't not get this error if the file is on disk and state changes from hashing &gt;&gt; seeding.</p> <p>There is a "thread in the forums":<a href="http://monotorrent.21.forumer.com/viewtopic.php?t=323">http://monotorrent.21.forumer.com/viewtopic.php?t=323</a> discussing this problem. One solution put forward:</p> <p>bq. hmm maybe there are still some buffers to write...</p> <p>So we need to execute Looptask one time to empty the bufferedWrites before doing the flush....</p> <p>Can you check if there are element in bufferedWrites , if yes execute Looptask one time.</p> <p>Add this code in diskwriter.flush function...</p> <p>I do not know very well this part, Alan have done all the work here. I am pretty sure he can find the bug here.</p> <p>Using clientEngine.DiskManager.Flush(manager) does not solve the issue.</p>		

### History