

MonoTorrent - Bug # 357: TorrentManager.Stop() seems to be asynchronous

Status:	Rejected	Priority:	Normal
Author:	Nik Ivanov	Category:	
Created:	03/01/2010	Assigned to:	
Updated:	03/03/2012	Due date:	
Subject:	TorrentManager.Stop() seems to be asynchronous		
Description:	<p>I'm trying to download a file from a multi-file torrent using MonoTorrent. I set the priority of the file to Immediate while all other files are Do Not Download. I monitor the file progress, and once it reaches 100%, I call:</p> <pre>torrentManager.Stop(); torrentEngine.Unregister(torrentManager);</pre> <p>The second line throws an exception: Exception in mainloop The manager must be stopped before it can be unregistered at MonoTorrent.Client.MainLoop.QueueWait(DelegateTask t) at MonoTorrent.Client.MainLoop.QueueWait(MainLoopTask task) at MonoTorrent.Client.ClientEngine.Unregister(TorrentManager manager)</p> <p>Is there a way to synchronously stop a torrent manager, so I can unregister it?</p>		

History

03/01/2010 04:41 PM - Nik Ivanov

Forgot to mention:

This happens in MonoTorrent v0.80, release build.

03/03/2010 02:41 PM - Nik Ivanov

The following workaround seems to work at simulating Stop function being synchronous:

This is part of the function where you want to stop and unload the manager:

```
torrentManager.TorrentStateChanged += new EventHandler<TorrentStateChangedEventArgs>(torrentManager_TorrentStateChanged);
```

```
torrentManager.Stop();  
lock (ManagerUnloadedLock)  
{  
    Monitor.Wait(ManagerUnloadedLock);  
}
```

This is the event handler:

```
private object ManagerUnloadedLock = new object();  
void torrentManager_TorrentStateChanged(object sender, TorrentStateChangedEventArgs e)  
{  
    if (e.NewState == TorrentState.Stopped)  
    {  
        try  
        {  
            torrentEngine.Unregister(e.TorrentManager);  
            e.TorrentManager.Dispose();  
        }  
    }  
}
```

```

catch (Exception ex)
{
    //handle exception here, shouldnt really happen
}
finally
{
    lock (ManagerUnloadedLock)
    {
        Monitor.Pulse(ManagerUnloadedLock);
    }
}
}
}
}

```

10/03/2010 02:47 PM - Alan McGovern

- Status changed from New to Rejected

It's asynchronous because several long-lasting tasks need to be performed when you stop a torrent. That's why the manager goes from Active -> Stopping and then from Stopping -> Stopped once those tasks have completed. These tasks can take up to 30 seconds to complete. I don't think making 'Stop' synchronous would be a good solution as the common usage of it would be to call it from a UI event and that would make the common usage block the calling application for a long period of time.

02/29/2012 04:02 PM - guyziiz guyziiz

Thanks for the tips, maybe I can use this svelte my noesis marketing and I've been use whatsoever ethnical media in try a interaction and they eff handicraft a big friendliness on me.

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02/29/2012 04:03 PM - guyziiz guyziiz

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03/03/2012 08:59 AM - janooishq janooishq

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