

## MonoTorrent - Bug # 360: Torrent Manager eats 50% CPU while Hashing

<b>Status:</b>	Rejected	<b>Priority:</b>	Normal
<b>Author:</b>	Nik Ivanov	<b>Category:</b>	
<b>Created:</b>	03/03/2010	<b>Assigned to:</b>	
<b>Updated:</b>	10/03/2010	<b>Due date:</b>	
<b>Subject:</b>	Torrent Manager eats 50% CPU while Hashing		
<b>Description:</b>	Every time I start downloading a torrent, the CPU spikes to 40%-50% of the CPU. The torrent manager stays in "Hashing" mode for quite some time. When torrent finally exits hashing mode, peers start connecting. It seems that hashing takes a lot longer than it should.  If you have trouble reproducing this (it happens on my machine every time), I can write a small sample app.  Monotorrent 0.80, release build.		

### History

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#### 03/03/2010 03:39 PM - Nik Ivanov

Probably would be useful to note that there are no files in the save path of the torrent engine when this behavior occurs. So there aren't any files to hash for the torrent resume scenario

#### 03/03/2010 04:50 PM - Nik Ivanov

this doesn't happen in SVN trunk, so nevermind :)

#### 10/03/2010 02:48 PM - Alan McGovern

- Status changed from New to Rejected

Cool, just closing this one then.