MonoTorrent - Bug # 537: Stop() hangs stopping.

Status:	New	Priority: Normal	
Author:	Eric Mackrodt	Category:	
Created:	10/25/2010	Assigned to:	
Updated:	02/25/2012	Due date:	
Subject:	Stop() hangs stopping.		
Description:	Hello, I'm having this issue with MonoTorrent.		
	everytime I call Stop() in a manager, it hangs in Stopping forever.		
	How can I solve this?		
	There is another Problem.	There is another Problem.	
	Some torrents don't even start download, they hang hashing when I add them!		

History

05/08/2011 09:30 PM - Timothy Trahan

Eric Mackrodt wrote:

- > Hello, I'm having this issue with MonoTorrent.
- > everytime I call Stop() in a manager, it hangs in Stopping forever.
- > How can I solve this?

>

- > There is another Problem.
- > Some torrents don't even start download, they hang hashing when I add them!

I have just started working on a project using this library and am also encountering this issue. Is there a work around or does anybody know where in code to fix this?

Thanks!

Tim

05/14/2011 07:02 AM - Timothy Trahan

Is this still an active project? This library seems well suited for the project I am working on, but having inconsistent stopping capability is keeping me from being able to implement some core functionality I need, I.E., stopping the torrent, then moving it to where it needs to be on my network. Its frustrating, as everything else works fantastically, and to have such a small issue be a show stopper... Basically, whenever my torrent finishes, the desired behavior would be to stop seeding it and move it to a catagorized location on my network, but over 50% of the time, after issuing the stop command, the engine stays in the stopping state forever...

Timothy Trahan wrote:

- > Eric Mackrodt wrote:
- > > Hello, I'm having this issue with MonoTorrent.
- > > everytime I call Stop() in a manager, it hangs in Stopping forever.
- >> How can I solve this?

> >

- > > There is another Problem.
- > Some torrents don't even start download, they hang hashing when I add them!
- > I have just started working on a project using this library and am also encountering this issue. Is there a work around or does anybody know where in code to fix this?
- > Thanks!
- > Tim

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