

Enduro/X Core - Bug #125

Do not reload server when it is shutdown (normally)

04/13/2017 02:56 PM - Madars

<b>Status:</b>	Closed	<b>Start date:</b>	09/04/2017
<b>Priority:</b>	Normal (Code 4)	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b> if reloadonchange=y and server is stopped. If new server is copied over, then new version booted automatically. This is not expected logic.			
<b>Subtasks:</b> Bug # 202: reloadonchange starts max count of services			
			<b>Closed</b>

History

#1 - 04/16/2020 06:37 PM - Madars

xadmin sreload -s ...

shall reload also alive instances only.

#2 - 02/22/2023 01:41 AM - Madars

- Status changed from New to Resolved

Release notes

XATMI server reloader has been updated to reload/restart only those servers which were requested to be in running state (e.g. was started).

Available from Enduro/X release 8.0.8+.

#3 - 02/22/2023 01:41 AM - Madars

- Status changed from Resolved to Closed