

Enduro/X Core - Bug #798

Enduro/X might double start processes if they failed to reload for some reason (i.e. not killed in time) and $\langle \text{end_max} \rangle * \langle \text{sanity time} \rangle$ is higher than $\langle \text{srvstopwait} \rangle$

02/20/2023 11:12 PM - Madars

Status: Closed	Start date: 02/20/2023
Priority: Low (Code 5)	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version:	
Description This happens only if $\text{end_max} * \text{sanity}$ is higher than srvstopwait . Needs to decide on how to fix this: Option 1: Do not proceed with the process start back as it is already scheduled for the restart and will be killed by background when the srvstopwait time comes. Option 2: kill the process by overriding the $\text{end_max} * \text{sanity}$, and align with srvstopwait Option 1 sounds more aligned with the configuration.	

History

#1 - 02/20/2023 11:14 PM - Madars

- Description updated

#3 - 02/21/2023 11:21 PM - Madars

- Status changed from New to Resolved

- % Done changed from 0 to 100

Release notes

Fixed Enduro/X server process reload sequence so that if the process is not stopped in $\langle \text{srvstopwait} \rangle$ time, the shutdown is left to the background and the background will reload the process accordingly.

Available from Enduro/X release 8.0.8+.

#4 - 02/21/2023 11:21 PM - Madars

- Status changed from Resolved to Closed