

OpenNebula - Bug #1269

make cloud clients (sunstone, etc) retry the initial connection to provide some time for oned to start

05/07/2012 03:33 PM - Jaime Melis

Status:	Closed	Start date:	05/07/2012
Priority:	Normal	Due date:	
Assignee:	Javi Fontan	% Done:	0%
Category:	Sunstone	Estimated time:	0.00 hour
Target version:	Release 4.0	Pull request:	
Resolution:	fixed		
Affected Versions:	OpenNebula 3.4		
Description			
When starting sunstone and oned at the same time, sunstone crashes since oned is not already up. To fix this race condition, susntone and other cloud clients should retry the initial connection, instead of dropping the connection and exiting.			

Associated revisions

Revision a931ded7 - 04/08/2013 04:54 PM - Javi Fontan

bug #1269: do not get user list when creating CloudAuth

History

#1 - 08/27/2012 04:34 PM - Ruben S. Montero

- Status changed from Assigned to New

#2 - 09/04/2012 12:27 AM - Lingfeng Xiong

I tried to move S01opennebula-sunstone to S99opennebula-sunstone, but the error is still there...

#3 - 09/17/2012 04:38 PM - Ruben S. Montero

- Target version changed from Release 3.8 to Release 4.0

#4 - 04/02/2013 04:57 PM - Ruben S. Montero

- Assignee set to Javi Fontan

#5 - 04/08/2013 04:58 PM - Javi Fontan

- Status changed from New to Closed

- Resolution set to fixed