

OpenNebula - Bug #3787

Interface stays in loading state when adding an NIC.

05/01/2015 09:24 AM - Anonymous

Status:	Closed	Start date:	05/01/2015
Priority:	Low	Due date:	
Assignee:	Daniel Molina	% Done:	100%
Category:	Sunstone	Estimated time:	0.00 hour
Target version:		Pull request:	
Resolution:	fixed		
Affected Versions:	OpenNebula 4.12		
Description			
<p>How to replicate:</p> <p>Import Arch image from marketplace. (do not forget to install bzip2 on opennebula, maybe add as a dependency to the opennebula package?)</p> <p>Instantiate the vm from the template (do not attach a nic)</p> <p>Click on the started / Running VM</p> <p>Click network tab, add nic.</p> <p>No nic will show attached.</p> <p>Go out of the VM, by clicking virtual machines or something else.</p> <p>Click the VM again. Interface will stay loading forever.</p> <p>Reproducible every time.</p> <p>You can work around this by adding the network interface to the template right away like the comment in marketplace asks you to.</p> <p>Not critical issue tbh, but putting it up for a bugfix none the less.</p> <p>Environment OpenNebula/Sunstone 4.12.1</p> <p>Please let me know if you need any more information.</p>			
Related issues:			
Duplicated by Bug # 3949: Sunstone fails to examine a VM with a NIC that has ...			Closed 08/25/2015

Associated revisions

Revision 5b45276f - 08/26/2015 01:12 PM - Daniel Molina

bug #3787: Check if secgroups is defined for a nic

History

#1 - 05/08/2015 03:21 PM - Anonymous

Tested in Ubuntu 14.04 from Marketplace, no difference.

#2 - 08/26/2015 09:11 AM - Daniel Molina

- Duplicated by Bug #3949: Sunstone fails to examine a VM with a NIC that has no security groups at all added

#3 - 08/26/2015 09:28 AM - Daniel Molina

- Assignee set to Daniel Molina

#4 - 08/26/2015 09:28 AM - Daniel Molina

- *Target version set to Release 4.14*

#5 - 08/26/2015 09:29 AM - Daniel Molina

- *Status changed from Pending to New*

#6 - 08/26/2015 01:14 PM - Daniel Molina

- *Status changed from New to Closed*

- *Target version deleted (Release 4.14)*

- *% Done changed from 0 to 100*

- *Resolution set to fixed*

Fixed in master, thank you for the feedback