

OpenNebula - Bug #566

Pool Objects reuse deleted ids

04/08/2011 10:45 AM - Carlos Martín

Status:	Closed	Start date:	04/08/2011
Priority:	Normal	Due date:	
Assignee:	Carlos Martín	% Done:	0%
Category:	Core & System	Estimated time:	0.00 hour
Target version:	Release 3.0	Pull request:	
Resolution:	fixed		
Affected Versions:			

Description

All Pool Objects have a unique ID called oid. This oid is auto-incremented from the last one found in the pool tables at star-up, and this can lead to re-usage of deleted IDs.

Example: Having a Pool with oids 1..7; if the last objects 5, 6 & 7 are deleted and OpenNebula re-started, the last oid found will be 4 and new oids will start from 5 (instead of from 8).

Associated revisions

Revision 691c9653 - 05/09/2011 02:09 PM - Carlos Martín

Bug #566: New control table to store the last used oid
Feature #591: Add new control table, and fix SQL syntax for MySQL

Revision 49058dd4 - 11/10/2017 03:53 PM - Abel Coronado

F #5241: Merged vCenter and KVM views (#566)

Revision b9b272f0 - 11/13/2017 02:27 PM - Ruben S. Montero

Revert "F #5241: Merged vCenter and KVM views (#566)"

This reverts commit 49058dd4ab84dfa4fcfb7938c1ddb3e09e2a607f.

History

#1 - 05/09/2011 02:08 PM - Carlos Martín

This issue will be solved in branch feature-591

#2 - 05/13/2011 03:25 PM - Ruben S. Montero

- Status changed from New to Closed
- Resolution set to fixed

The changes are now in master