

QGIS Application - Bug report #8159

QgsNetworkAccessManager's request timeout loop is infinite

2013-06-25 07:58 AM - Borys Jurgiel

Status:	Closed	
Priority:	High	
Assignee:	Jürgen Fischer	
Category:		
Affected QGIS version:	master	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:	No	Resolution:
Crashes QGIS or corrupts data:	No	Copied to github as #: 16985
Description		
<p>Once any request is created, a periodic QTimer is started, aborting it every 20 seconds. It seems in some cases the timer gets a dead loop (without any delay), significantly decreasing the GUI responsivity.</p> <p>Is the use of cyclical timer intentional, or can we add</p> <pre>timer->setSingleShot(true);</pre> <p>to QgsNetworkAccessManager::createRequest ?</p>		

Associated revisions

Revision 24bbd485 - 2013-06-25 05:04 PM - Jürgen Fischer

fix #8159

History

#1 - 2013-06-25 08:02 AM - Borys Jurgiel

- Subject changed from *QgsNetworkAccessManager timeout loop is infinite* to *QgsNetworkAccessManager's request timeout loop is infinite*

#2 - 2013-06-25 08:04 AM - Jürgen Fischer

- Status changed from *Open* to *Closed*

Fixed in changeset commit:"24bbd485a90dea3de0e26c0535c959fff1429768".

#3 - 2013-06-25 09:04 AM - Borys Jurgiel

JEF, the static QTimer::singleShot seems to delete the timer once is executed. It causes an assertion fail in the slot (you haven't noticed it because of a typo in the slot name). I reverted to the good old timer->start in commit:6cfe4a5fc