

| gvSIG desktop 1 - gvSIG bugs #486

Zombie Monitor Thread when call to downloadFile

03/30/2012 10:58 AM - Flavio Pompermaier

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>	Jorge Piera		
<b>Category:</b>			
<b>Target version:</b>			
<b>Severity:</b>		<b>Add-on name:</b>	Unknown
<b>gvSIG version:</b>	1.11.0	<b>Add-on version:</b>	
<b>gvSIG build:</b>		<b>Add-on build:</b>	
<b>Operative System:</b>		<b>Add-on resolve version:</b>	
<b>Keywords:</b>		<b>Add-on resolve build:</b>	
<b>Has patch:</b>	No		
<b>Description</b>			
<p>Every time you refresh a WFS layer in map, a new Monitor thread is created (via a call made by the WFS extension,extWFS2, to Utilities.downloadFile methods in the libRemoteServices project).</p> <p>The problem is that those threads never die and this causes the program to slow down as more threads get created.</p> <p>I verified this problem in gvSIG 1.9 but the code in trunk version is the same so i suppose the problem is still there.</p> <p>Can someone confirm this problem?</p>			

History

- #1 - 01/15/2014 12:20 PM - Álvaro Anguix
- Project changed from Application: gvSIG desktop to / gvSIG desktop 1
  - Category deleted (WFS)