

CyborgHood - Enhancement #130

Resource locking

2010-08-16 03:28 - Marc Dequènes

Status: New	Start date: 2010-08-16
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category: Cyborg :: Interface	Estimated time: 0:00 hour
Target version: 0.6.0	Branch:
Patch Available: No	Help Needed:
Found in Versions:	
Confirmed: No	
Description A locking mechanism is necessary to ensure concurrent access don't tread on each other: <ul style="list-style-type: none">• do not allow write when someone else has requested an exclusive access to the resource• delay read when someone is writing A lock is released when the client ask for it, or when it leaves and his session is removed. We should care about dead clients to avoid deadlocks.	
Related issues: Related to CyborgHood - Enhancement #129: Kick dead clients New 2010-08-16	

History

#1 - 2011-03-04 01:34 - Marc Dequènes

- Target version changed from 0.5.0 to 0.6.0