Robotics Service Bus - Bug #988
Threading error in Scope::toString

05/08/2012 06:14 PM - J. Wienke

Status:	Resolved		**Start date:**	05/08/2012
Priority:	High		**Due date:**	
Assignee:	J. Wienke		**% Done:**	100%
Category:	C++		**Estimated time:**	0.00 hour
Target version:	rsb-0.7			

Description

The caching of the scope string in Scope::toString is not thread-safe. Parallel calls may result in segmentation faults.

Actually the whole way the caching is done doesn't look straight forward. We have the whole scope string in the constructor, split it into components and in toString we rebuild the complete string again if necessary. I will cache the string immediately at construction as toString is called very likely and caching hence is not expensive.

Associated revisions

Revision 6f5cd9aa - 05/08/2012 06:32 PM - J. Wienke

Always create the scope cache upfront to prevent threading issues in toString. Also this makes the creation of the cache usually much easier.

fixes #988

History

#1 - 05/08/2012 06:32 PM - J. Wienke

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

Applied in changeset r3582.