

Robotics Service Bus - Bug #989

Threading error in Scope::toString

05/08/2012 06:18 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:	0.6		

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 c4813b11 - 05/08/2012 06:46 PM - J. Wienke

merge back r3582 to 0.6 branch

fixes #989

History

#1 - 05/09/2012 09:53 AM - J. Wienke

- Status changed from *In Progress* to *Resolved*
- % Done changed from 0 to 100

Applied in changeset r3583.