

Arvados - Bug #4706

[Workbench] Re-connect to websockets when the connection drops; use "last_log_id" so nothing is missed.

12/02/2014 08:58 PM - Peter Amstutz

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assigned To:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Arvados Future Sprints		
Description			
Related issues:			
Has duplicate Arvados - Bug #6048: Pipeline Instance does not automatically r...		Duplicate	05/15/2015

History

#1 - 12/09/2014 06:37 PM - Tom Clegg

- Story points set to 1.0

#2 - 12/09/2014 06:37 PM - Tom Clegg

- Target version changed from Bug Triage to Arvados Future Sprints

#3 - 05/19/2015 07:49 PM - Brett Smith

- Target version changed from Arvados Future Sprints to 2015-06-10 sprint

#4 - 05/19/2015 10:09 PM - Brett Smith

This is still an issue, but it may be lower priority: we just realized that [#6048](#) was happening because websockets simply weren't running on the clusters in question.

#5 - 05/20/2015 01:48 PM - Peter Amstutz

In addition, we could provide a fallback method that uses log table polling to get events. The Python SDK uses this to great success when websockets isn't available.

#6 - 05/20/2015 08:01 PM - Brett Smith

- Target version changed from 2015-06-10 sprint to Arvados Future Sprints