

adinstbpm - Bug #20473

Milestone # 20350 (New): IOTA BPM deployment

Control message queue is not destroyed on shutdown

07/27/2018 09:01 PM - John Diamond

Status:	Resolved	Start date:	07/27/2018
Priority:	Normal	Due date:	
Assignee:	John Diamond	% Done:	100%
Category:		Estimated time:	1.00 hour
Target version:		Spent time:	0.50 hour
Description			
/dev/mqueue/bpmd is still around after bpmd shutdown			

History

#1 - 07/28/2018 08:27 PM - John Diamond

- Status changed from New to Resolved
- Assignee set to John Diamond
- % Done changed from 0 to 100

Not sure why but the Controller pointer was not being called when main() exits. We now explicitly reset the pointer so ~Controller is called before main() returns.