

artdaq - Idea #22068

Use recursive mutex in CommandableFragmentGenerator to improve code clarity

03/06/2019 01:11 PM - Eric Flumerfelt

Status:	Rejected	Start date:	03/06/2019
Priority:	Normal	Due date:	
Assignee:	Eric Flumerfelt	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Experiment:	-		
Description			
Kurt noticed that the <code>dataBufferDepthFragments_</code> parameter is not updated at the same time as the <code>dataBufferDepthBytes_</code> parameter, mostly because it is bound to <code>dataBuffer_.size()</code> . To improve code clarity, it would probably be best to replace <code>dataBufferDepthFragments_</code> with a function that locks the <code>dataBufferMutex_</code> recursively and returns <code>dataBuffer_.size()</code> .			

History

#1 - 10/24/2019 09:04 AM - Eric Flumerfelt

I've implemented a change to `feature/22068_CFG_UpdateDataBufferDepthFragmentsWithSize`, where the `DataBufferDepthFragments` variable is updated at the same place as `DataBufferDepthBytes`. The original suggestion of using `recursive_mutex` was not easy to implement because the mutex in question was also being used to control `condition_variables`.

#2 - 10/24/2019 09:58 AM - Eric Flumerfelt

- Status changed from *New* to *Resolved*

#3 - 11/11/2019 08:27 AM - Eric Flumerfelt

- Assignee set to *Eric Flumerfelt*

#4 - 03/19/2021 12:43 PM - Eric Flumerfelt

- Status changed from *Resolved* to *Rejected*

This issue is obsoleted by the split between `CommandableFragmentGenerator` and `FragmentBuffer`.