Bela - Bug #1381

The ReceiveAudioThread destructor is not called if waitForSocketTime is too long

2015-08-24 03:42 PM - Giulio Moro

Status:	New		**Start date:**	2015-08-24
Priority:	Normal		**Due date:**	
Assignee:	Giulio Moro		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

If waitForSocketTime is longer than ~5ms, then sometimes the destructors of the ReceiveAudioThrea objects do not get called even if run() succesfully exits.

History

#1 - 2015-08-24 03:51 PM - Giulio Moro

This refers to revision

6c8fb6f07b47