

## Ceph - Bug #1598

### osd: fix lost objects

10/04/2011 09:43 PM - Sage Weil

<b>Status:</b>	Resolved	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Sage Weil		
<b>Category:</b>	OSD		
<b>Target version:</b>	v0.38		
<b>Source:</b>		<b>Reviewed:</b>	
<b>Tags:</b>		<b>Affected Versions:</b>	
<b>Backport:</b>		<b>ceph-qa-suite:</b>	
<b>Regression:</b>	No	<b>Pull request ID:</b>	
<b>Severity:</b>	3 - minor	<b>Crash signature:</b>	
<b>Description</b>			
<ul style="list-style-type: none"><li>- track them properly</li><li>- consider rolling back to prior version vs strict EIO</li><li>- if a lost object had no prior_version, and we get a replayed request with a matching reqid, we should be thankful and reapply the write.</li><li>- probably we should do the same for an unfound or missing object, too!</li></ul>			

#### History

##### #1 - 10/05/2011 09:58 AM - Sage Weil

- Assignee set to Sage Weil

##### #2 - 10/09/2011 08:39 PM - Sage Weil

- Target version changed from v0.37 to v0.38

##### #3 - 10/09/2011 08:41 PM - Sage Weil

- translation missing: en.field\_position set to 926

##### #4 - 10/17/2011 10:06 AM - Sage Weil

- translation missing: en.field\_story\_points set to 8

##### #5 - 10/21/2011 10:55 AM - Sage Weil

- Status changed from New to Resolved

merged, along with the teuthology tests