

## fs - Backport #40807

### luminous: mds: msg weren't destroyed before handle\_client\_reconnect returned, if the reconnect msg was from non-existent session

07/17/2019 07:53 PM - Patrick Donnelly

<b>Status:</b> In Progress	
<b>Priority:</b> Immediate	
<b>Assignee:</b> Patrick Donnelly	
<b>Target version:</b>	
<b>Release:</b> luminous	
<b>Crash signature:</b>	
<b>Description</b> <a href="https://github.com/ceph/ceph/pull/29097">https://github.com/ceph/ceph/pull/29097</a>	
<b>Related issues:</b> Copied from Ceph - Bug #40588: mimic: mds: msg weren't destroyed before handl... <b>Pending Backport</b>	

#### History

##### #1 - 07/17/2019 07:53 PM - Patrick Donnelly

- Copied from Bug #40588: mimic: mds: msg weren't destroyed before handle\_client\_reconnect returned, if the reconnect msg was from non-existent session added

##### #2 - 07/17/2019 07:56 PM - Patrick Donnelly

- Subject changed from luminous: mimic: mds: msg weren't destroyed before handle\_client\_reconnect returned, if the reconnect msg was from non-existent session to luminous: mds: msg weren't destroyed before handle\_client\_reconnect returned, if the reconnect msg was from non-existent session

- Description updated

- Status changed from New to In Progress

- Assignee set to Patrick Donnelly

##### #3 - 07/22/2019 08:40 AM - Nathan Cutler

- Priority changed from Normal to Immediate

##### #4 - 09/13/2019 06:33 PM - Patrick Donnelly

- Project changed from Ceph to fs