

## Ceph - Bug #48

### mds: unnecessary snaprealm splits on unlink/rename

04/16/2010 01:17 PM - Sage Weil

<b>Status:</b>	Closed	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>	v0.20		
<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>			

#### History

#1 - 04/19/2010 10:30 AM - Sage Weil

- Status changed from New to In Progress

#2 - 04/23/2010 11:08 AM - Sage Weil

- Status changed from In Progress to Resolved

worked around this in [609eaa14ca660a9b8b965f5713921ce4be5c80be](#)

#3 - 05/03/2010 12:11 PM - Sage Weil

- Status changed from Resolved to Closed