

## Calamari - Fix #6987

### UI: Graphs state confused when switching between hosts

12/12/2013 12:02 PM - Yan-Fa Li

<b>Status:</b>	Resolved	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Yan-Fa Li		
<b>Category:</b>			
<b>Target version:</b>	v1.1rc3		
<b>Source:</b>	other	<b>Affected Versions:</b>	
<b>Tags:</b>		<b>ceph-qa-suite:</b>	
<b>Backport:</b>		<b>Crash signature (v1):</b>	
<b>Reviewed:</b>		<b>Crash signature (v2):</b>	
<b>Description</b>			
Switch between a host with 4 CPUs (mira069) and a host with 8 CPUs and watch the CPU metrics display garbage data. There's some state being maintained when it shouldn't be.			

### History

#1 - 12/12/2013 02:15 PM - Yan-Fa Li

- Status changed from *In Progress* to *Resolved*

Clear model state between graphite find requests. Something about their smart update code is hinky and it's not deleting unused attributes. Could be a bug in 1.0 backbone vs 1.1 which is current. Not updating until Marionette does.

fixed in bs3-exp commit 85ed29fa06eaec51c65593712cc35dc1e06f82ae