

Calamari - Fix #7017

UI: PG Status widget incomplete updates when off screen

12/16/2013 02:56 PM - Yan-Fa Li

Status:	Resolved	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:	Yan-Fa Li		
Category:			
Target version:	v1.1rc3		
Source:	other	Affected Versions:	
Tags:		ceph-qa-suite:	
Backport:		Crash signature (v1):	
Reviewed:		Crash signature (v2):	
Description			
Canvas and SVG elements don't update correctly when they are not visible. Hook into the re-appearance event for the dashboard and force the canvas component to update immediately once it's visible.			

History

#1 - 12/16/2013 02:57 PM - Yan-Fa Li

- Assignee set to Yan-Fa Li
- Target version set to v1.1rc3
- translation missing: en.field_story_points set to 1.0

#2 - 12/19/2013 12:06 PM - Yan-Fa Li

- Status changed from New to In Progress

#3 - 12/19/2013 10:50 PM - Yan-Fa Li

The issue happens on the edge of an update. When the pg canvas is hidden, it's computed size is inaccurate. During an update the original canvas is deleted and a new one is rendered in place of the older one, but the size is taken from the canvas.

Possible solutions include deferring the update until the dashboard returns or stopping updates while hidden and forcing one when the UI reappears.

#4 - 12/20/2013 02:19 PM - Yan-Fa Li

- Status changed from In Progress to Resolved

branch bs3-exp commit d893cf9315fa12a76585822a45bd6329fa59a272