Conversion Tools - Bug #3833

Conversion broken by multithreading

12/15/2018 06:01 PM - Ovidiu Maxiniuc

Status:	New		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
billable:	No		**case_num:**	
vendor_id:	GCD		**version:**	

Description

History

#1 - 12/15/2018 06:12 PM - Ovidiu Maxiniuc

I had some really unexpected failures when converting even simple code. After investigations I discovered that I had the multithreading conversion activated using -sd2t0 command line parameter. After switching to -sd2 it went back to normal.

There was only one file to be converted and the content was simplified to:

```
DEFINE VARIABLE anArray AS Progress.Json.ObjectModel.JsonArray NO-UNDO.
```

When working on multi-threading, multiple contexts were created for SymbolResolver. So different wa.propathClassDicts in initPossibleClasses() and getBuiInClasses().
The conversion was abruptly ended and in log I could read:

```
WARNING: Null annotation (full-java-class) for DEFINE [DEFINE_VARIABLE] @1:1 (2791728742403)
WARNING: Null annotation (simple-java-class) for DEFINE [DEFINE_VARIABLE] @1:1 (2791728742403)
WARNING: Null annotation (containing-package) for DEFINE [DEFINE_VARIABLE] @1:1 (2791728742403)
[...]
persist()
^  { null value for annotation 'full-java-class':DEFINE [DEFINE_VARIABLE]:2791728742403 @1:1
    anArray [SYMBOL]:2791728742407 @1:17
    AS [KW_AS]:2791728742409 @1:33
        Progress.Json.ObjectModel.JsonArray [CLASS_NAME]:2791728742411 @1:36
    NO-UNDO [KW_NO_UNDO]:2791728742413 @1:72
 }
```