

User Interface - Bug #5115

Decide and implement PSTimer optimization

01/28/2021 11:46 AM - Ovidiu Maxiniuc

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

History

#3 - 01/28/2021 11:58 AM - Ovidiu Maxiniuc

In #5037-30 there is a thread dump which shows 7 PSTimer threads but only 1 interactive FWD client. Evidently each PSTimer has its own time management thread. This is not optimal because it consumes more resources than needed. There are two better approaches:

- have a single thread to drive all PSTimer objects from all users.
This is the most **resource efficient**: just one thread. However, it has the disadvantage of a bit more complex implementation and if a message is delayed by processing of an used, it possibly affect others, if time intervals are really short.
- one thread for each user.
This will give us a more **flexibility** and **stability**: we can stop the thread when the client disconnects and we are sure the events are timely delivered to each client.

We need to compare and decide the best approach and replace the initial solution.

#4 - 01/28/2021 12:10 PM - Greg Shah

- Project changed from Core Development to User Interface