User Interface - Bug #6740

re-enable FRAME_LOCK in annotations/embedded_attribute_assign_rewrite and determine when the lock can be released because of an realization event

09/08/2022 12:55 PM - Constantin Asofiei

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

#2 - 09/08/2022 12:58 PM - Constantin Asofiei

In #6726, it was measured ~10k calls of LT.flushEnqueuedWidgetAttrs. Some of these calls are part of a CREATE <widget> ASSIGN ... statement, where the ASSIGN has lots of widget attribute assignments.

The code in annotations/embedded_attribute_assign_rewrite.rules which at some point was bracketing the attr assignment in frame lock/unlock was removed at some point, with a comment that:

```
        <!-- The following code was commented out because assignments in CREATE..ASSIGN should be
             executed sequentially rather than is a batch. We should support that in the middle
             of assignment process frame may become realized and some of the following
             assignments may fail with "widget is already realized error". -->
```

My thinking is that if an attribute which produces realization events gets assigned, the frame lock should be released immediately, to prevent the bug in the comment above. This may allow reducing the number of widget attr flush calls to the client-side.