
Subject: Re: Ask for testing - Skylark with upload progress

Posted by [mdelfede](#) on Wed, 31 Jul 2013 09:30:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Zbych wrote on Wed, 31 July 2013 11:19Hi,

I had to modify path to static files in your example (static/SkylarkUpload/SkylarkUpload.css and static/SkylarkUpload/upload.js), but it works.

Yep, I always have problems with static files... I still don't understand fully their behaviour

Quote:

I think you should add some protection to this app:

- file size limit, now I can crush the app by uploading big file (>4GB on 32-bit system). Client side code (javascript) doesn't recognize this situation and after application restart shows "0%"
- upload directory total size limit

Yes, of course.... that one is just a small quick demo, not intended to be used as it is.

I'm developing a cloud server based on Skylark, and this was just a step

Quote:

Is it possible to keep uploaded file parts on disk, not in RAM?

I can imagine situation when someone starts upload many times and doesn't finish it to make server run out of memory.

Not yet, and that depends on Skylark. By now it downloads the whole http content in ram at once, and then starts processing it.

That's also the reason I passed the 'uploadid' variable inside URI (mixing post and get...), as the POST part is processed only at the end of http transfer.

I'm convinced too that http content processing should be changed somehow, to allow to decode on the fly the parts already transferred and to allow bigger transfers.

By now it seems limited to 32 bit size, so 4 about 4 giga for the WHOLE content. So transferring 10 files of 500 MB each at once will overflow its capacity.

Btw, the big problem is NOT to keep parts on disk, that's done mostly automatically by OS, but the limit of 4 GB on whole transfer AND the inability of decode already transferred variables during process.

Ciao

Max
