Subject: Re: TURTLE high cpu usage, potential security flaw, and client handling problem
Posted by Novo on Mon, 13 May 2019 15:04:43 GMT

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Oblivion wrote on Thu, 28 March 2019 14:25
I've noticed some problems with the Turtle package:

If I remember correctly, Turtle is spinning in a loop checking for a socket connection without any timeout. IMHO, the problem can be fixed by just adding a timeout.
I'd love to see Turtle fixed although it is not my highest priority ...