Subject: TURTLE high cpu usage, potential security flaw, and client handling problem
Posted by Oblivion on Thu, 28 Mar 2019 18:25:36 GMT
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Hello,

I've noticed some problems with the Turtle package:
Summed up here:

https://www.ultimatepp.org/forums/index.php?t=msg&th=106 17&goto=51468&#msg_51468

Best regards,
Oblivion

Subject: Re: TURTLE high cpu usage, potential security flaw, and client handling problem
Posted by mirek on Mon, 13 May 2019 12:02:33 GMT
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Oblivion wrote on Thu, 28 March 2019 19:25Hello,

I've noticed some problems with the Turtle package:
Summed up here:

https://www.ultimatepp.org/forums/index.php?t=msg&th=106 17&goto=51468&#msg_51468

Best regards,
Oblivion

Frankly, Turtle was an experiment in search for application. I am afraid that I am not at this time able to keep it updated but I would be happy to give write rights to it for somebody else to maintain it:)

Mirek

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 ...
