

Defect Details

Defect Id: 79

Project: Gallery Server Pro 2

Name: Javascript infinite loop when viewing image metadata

Date Found: 12/8/2007

Build #: 2.0.2887

Severity: Critical

Date Fixed: 12/8/2007

Build # of Fix: 2.0.2898

Status: Closed

Estimated Work: 4 hrs

Assigned To: Roger Martin

Priority: High

Actual Work: 2 hrs

Reported By: Roger Martin

Percent Complete: 100

Description

Beginning with build 2.0.2886, the browser would often hang when viewing objects with the 'image metadata' window open. The issue did not occur on fast networks, but it did occur in both Firefox and IE when viewing images over a slower connection like the internet (as opposed to a LAN). Processor usage would spike and the user often had no choice but to kill the browser process.

Replication Procedures

Resolution

This was caused by javascript setInterval method where no clearInterval was being called to stop the repeated method calls. Specifically, the function setMediaObjectInfoDialogSize in the javascript file mediaobjectview.js (directory 'script') had this code:

```
if (_inPrefetch)
{
window.setInterval("setMediaObjectInfoDialogSize()", 100);
return;
}
```

The setInterval method would get called when the browser was in the middle of an AJAX callback to pre-fetch the next media object's image and other properties. Once setInterval is invoked, it repeatedly calls the specified function until the clearInterval method is called. However, no such method was ever called, causing an infinite loop that hung the browser.

The solution was to replace 'setInterval' with 'setTimeout'. The setTimeout method is only invoked a single time.

Notes