

## | gvSIG desktop 1 - gvSIG bugs #486

### Zombie Monitor Thread when call to downloadFile

03/30/2012 10:58 AM - Flavio Pompermaier

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b> Jorge Piera	
<b>Category:</b>	
<b>Target version:</b>	
<b>Severity:</b>	<b>Add-on name:</b> Unknown
<b>gvSIG version:</b> 1.11.0	<b>Add-on version:</b>
<b>gvSIG build:</b>	<b>Add-on build:</b>
<b>Operative System:</b>	<b>Add-on resolve version:</b>
<b>Keywords:</b>	<b>Add-on resolve build:</b>
<b>Has patch:</b> No	

#### Description

Every time you refresh a WFS layer in map, a new Monitor thread is created (via a call made by the WFS extension, extWFS2, to Utilities.downloadFile methods in the libRemoteServices project).

The problem is that those threads never die and this causes the program to slow down as more threads get created.

I verified this problem in gvSIG 1.9 but the code in trunk version is the same so i suppose the problem is still there.

Can someone confirm this problem?

#### History

##### #1 - 01/15/2014 12:20 PM - Álvaro Anguix

- Project changed from Application: gvSIG desktop to | gvSIG desktop 1

- Category deleted (WFS)