

## VRSpace.org - Bug #29

### disconnected users sometimes not removed from the scene

10/05/2020 02:39 PM - Josip Almasi

<b>Status:</b>	Closed	<b>Start date:</b>	10/05/2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Josip Almasi	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			

#### History

##### #1 - 11/05/2020 11:17 AM - Josip Almasi

- Project changed from VRSpace:research to VRSpace.org

##### #2 - 02/12/2021 07:02 PM - Josip Almasi

- Status changed from New to In Progress

- Assignee set to Josip Almasi

SessionManager.afterConnectionClosed  
calls  
WorldManager.logout  
which calls exit() first, and only then deletes guest users.  
Exception in exit could prevent user deletion.  
Candidates:  
client scene update (likely)  
client notify listeners (unlikely, sendMessage in try/catch block)

##### #3 - 02/22/2021 07:52 PM - Josip Almasi

- Status changed from In Progress to Closed

None of the above, most likely client errors.  
There's one thing sure to keep user in the database forever - killing server with -9.  
Eager load/remove/positioning of avatars implemented on client and server, this is no longer relevant.