

## Metacat - Bug #2695

### Loading map message persists when a WMS is down

12/12/2006 11:59 AM - Matthew Perry

<b>Status:</b>	Resolved	<b>Start date:</b>	12/12/2006
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Matthew Perry	<b>% Done:</b>	0%
<b>Category:</b>	metacat	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Unspecified	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	2695		

#### Description

When an external WMS server goes down, mapbuilder will continue trying to load the layer.. or at least will continue showing a message stating "Loading 1 map layer". If the server is down, the message never goes away and this is very distracting.

Ideally we could implement a timeout whereby mapbuilder would remove the message after a reasonable amount of time (20 seconds) if it had not recieved a response yet. Also a notification such as "Layer X could not be loaded" would be helpful.

I spoke with the Mapbuilder team about this and no one has implemented a solution but they'd be interested in including a patch in the next release assuming we can develop a fix.

The relevant source file will likely be metacat/lib/spatial/mapbuilder/lib/widget/MapPane.js

#### History

##### #1 - 12/13/2006 11:09 AM - Matthew Perry

Fixed. When image load fails, the layerCount is decremented so that mapbuilder will not display a waiting message unless it is actually waiting for an image. If a wms server is down, it puts a line-through the legend text for that layer.

The patch was suggested by John Pulles <john.pullesATgeodan.nl> on the mapbuilder mailing list and i'll be working with the mapbuilder team to get the patch in the next release.

##### #2 - 03/27/2013 02:21 PM - Redmine Admin

Original Bugzilla ID was 2695