

## RhodeCode CE/EE - Support #5497

### hg push hangs

30.08.2018 21:12 - Stephen Serafin

<b>Status:</b>	New	<b>Start date:</b>	30.08.2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<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>Sorting:</b>		<b>Affected Version:</b>	
<b>Commit Number:</b>			

#### Description

Not sure where to go next on debugging this.

The push actually makes it into the repo. The client that initiated the push hangs so the transaction is not recognized as complete on the client side.

There is a log entry in enterprise-1.log that may be the culprit but I am only guessing:

```
2018-08-30 14:29:30.656 [12545] INFO [rhodecode.lib.middleware.simplevcs] Using HTTP implementation of scm app.
/opt/rhodecode/store/knphb4bx7g4ps5qnnb68cnsflphqb488-python2.7-SQLAlchemy-1.1.15/lib/python2.7/site-packages/sqlalchemy/s
ql/sqltypes.py:219: SAWarning: Unicode type received non-unicode bind param value '{"user_agent": "mercurial..."}'. (this warning may
be suppressed after 10 occurrences)
(util.ellipses_string(value),)
```

RHODECODE CONTROL VERSION: 1.18.0

- NAME: enterprise-1
- STATUS: RUNNING logs:/opt/rhodecode/.rccontrol/enterprise-1/enterprise.log
- VERSION: 4.12.4 Enterprise
- VCS: vcserver-1
- URL: <http://127.0.0.1:10020>
  
- CONFIG: /opt/rhodecode/.rccontrol/enterprise-1/rhodecode.ini
  
- NAME: vcserver-1
  
- STATUS: RUNNING  
logs:/opt/rhodecode/.rccontrol/vcserver-1/vcserver.log
  
- VERSION: 4.12.4 VCSServer
  
- URL: <http://127.0.0.1:10010>
  
- CONFIG: /opt/rhodecode/.rccontrol/vcserver-1/vcserver.ini

#### History

##### #1 - 30.08.2018 22:15 - Marcin Kuzminski [staff]

This must be related to integrations. Since they execute post transaction the commit completes, but the client communication doesn't.

This might be related to http webhooks other type of integration that doesn't complete. Maybe the service is not reachable. Since rhodecode doesn't have timeout set in 4.12 series for those it might hang.

Turning on DEBUG log-level should show which point doesn't complete in the post-push hooks.

Hope that helps.