

Pulp - Story #4981

Remove incomplete chunked uploads after a set amount of time

06/17/2019 06:59 PM - daviddavis

Status: CLOSED - WONTFIX	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0:00 hour
Sprint/Milestone:	Tags:
Platform Release:	Sprint:
Groomed: No	Quarter:
Sprint Candidate: No	

Description
Chunked uploads could be large. If they are never turned into artifacts, they could take up large amounts of disk space indefinitely.

Related issues:
Related to Pulp - Story #4196: As a user, I can upload files in chunks. **CLOSED - CURRENTRELEASE**
Related to Pulp - Story #4988: As a user, I can remove uploads **CLOSED - CURRENTRELEASE**

History

#1 - 06/17/2019 07:01 PM - daviddavis

- Related to Story #4196: As a user, I can upload files in chunks. added

#2 - 06/17/2019 07:03 PM - daviddavis

- Description updated

#3 - 06/18/2019 05:29 PM - daviddavis

- Tracker changed from Issue to Task

- % Done set to 0

#4 - 06/18/2019 05:29 PM - daviddavis

- Tracker changed from Task to Story

#5 - 06/18/2019 05:58 PM - daviddavis

- Related to Story #4988: As a user, I can remove uploads added

#6 - 06/24/2019 10:38 AM - ttereshc

Does it make sense to extend the upload API for GET and DELETE and accept the parameter incomplete=true?

So one would be able to list or retrieve incomplete uploads and remove them by explicitly specifying that they are removing the incomplete one. E.g.

```
# all
http GET :24817/pulp/api/v3/uploads/ incomplete=true # or just filter by completed_at

# specific one (not very useful but might be a way to check for a user if the upload is incomplete or not)
export UPLOAD='/pulp/api/v3/uploads/345b7d58-f1f8-45d9-d354-82a31eb879bf/'
http GET :24817${UPLOAD} incomplete=true # or just filter by completed_at

# remove a specific one
http DELETE :24817${UPLOAD} incomplete=true
```

#7 - 09/13/2019 05:39 PM - daviddavis

- *Sprint/Milestone deleted (3.0.0)*

#8 - 09/25/2020 03:52 PM - dkliban@redhat.com

- *Status changed from NEW to CLOSED - WONTFIX*