

Synnefo - Bug # 3047

Status:	Feedback	Priority:	High
Author:	Vangelis Koukis	Category:	Cyclades UI
Created:	11/12/2012	Assignee:	Kostas Papadimitriou
Updated:	11/15/2012	Due date:	
Subject:	Mixup of connected machines with two private networks		
Description			
<p>Tested on current okeanos.io:</p> <p>To reproduce, create two private networks in the UI, first one has four machines, second one has two.</p> <p>Delete two machines from the first network, while it is expanded. It appears to still have four machines:</p> <p>the first machine of the second network is moved upwards, incorrectly, and appears to be part of the first network.</p> <p>The second network, although containing two VMs, only appears to have one VM hanging from it.</p>			

History

#1 - 11/15/2012 05:19 pm - Kostas Papadimitriou

- Status changed from Assigned to Feedback

already fixed in commit:e1fda022658c9a85a6fc0b5b47ddfa9023496a64