

## pfSense - Bug #9255

### Potential performance issue when using multiple authentication servers in a zone

01/05/2019 02:29 PM - A FL

<b>Status:</b>	Resolved	<b>Start date:</b>	01/05/2019
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Renato Botelho	<b>% Done:</b>	100%
<b>Category:</b>	Captive Portal	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.5.0	<b>Affected Architecture:</b>	
<b>Affected Version:</b>	2.4.x		

#### Description

When using multiple authentication servers, pfSense is checking all of them regardless if an authentication succeeded on one of them.

That isn't optimal, and could be a performance issue.

#### Associated revisions

##### Revision 665cbe2a - 03/16/2019 05:32 AM - A FL

do not look for other servers when an auth is successful  
fix #9255

#### History

##### #1 - 01/06/2019 09:14 AM - A FL

Pull Request : <https://github.com/pfsense/pfsense/pull/4056>

##### #2 - 03/12/2019 10:55 AM - Jim Pingle

- Target version changed from 48 to 2.5.0

##### #3 - 05/30/2019 12:19 PM - Renato Botelho

- Status changed from New to Feedback

- Assignee changed from A FL to Renato Botelho

- % Done changed from 0 to 100

PR has been merged. thanks!

##### #4 - 10/06/2020 10:42 AM - Steve Beaver

- Status changed from Feedback to Resolved