rimunroe commented on 3 May • edited

I'm still seeing the same issue with it in v4.17.4 of Lodash. I tried it with Jest 18 & 19 on Node 4 & 6.

```
jest.useFakeTimers();

var _ = require('lodash');

test('fails to mock Lodash timers correctly', function() {
  var test = jest.fn();
  var debounced = _.debounce(test, 1000);

  debounced();
  debounced();

  jest.runAllTimers();

  expect(test).toHaveBeenCalledTimes(1);
});
```
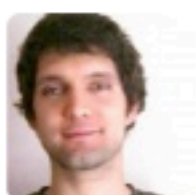
Running that with Jest causes it to say "Ran 100000 timers, and there are still more! Assuming we've hit an infinite recursion and bailing out...". Do you think this is a Lodash issue, or is this something I should pursue on Jest's end?

👍 1

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jdalton commented on 4 May   Owner

Lodash doesn't hold on to references to `setTimeout`, `clearTimeout`, or `Date.now` so your guess is as good as mine.

thymikee added the **Help Wanted** label on 11 May

thymikee commented on 21 Jun

Collaborator

Btw, I hit this too. Turns out lodash's implementation of throttle is way more complex than it (imo) should be. Ended up with a simple helper like this one because I didn't have time to debug what's wrong.

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