
Subject: Re: Socket server in > IDL 6.3

Posted by [rtowler](#) on Fri, 27 Jul 2007 10:55:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Jul 27, 12:23 am, Robbie <ret...> wrote:

> I've been mucking about with the undocumented feature of SOCKET, /
> LISTEN in IDL.
>
> Copying the synopsis from a previous post last year
<snip>
>
> I've found that FILE_POLL_INPUT is absolutely essential in setting up
> a socket server. FILE_POLL_INPUT
> has difficulties when you mix listening and connected LUNs, although
> you can check each separately by using the TIMEOUT=0 keyword.
>
> I've come across a difficult bug. I want to read at least 100K chunks
> of data over the incoming stream. READU produces a runtime error if
> the operation blocks. The server seems to work for a while, and then
> it suddenly stops and produces the "OPERATION BLOCKS" error. If I exit
> from IDL and come back in, the server seems to work ok again. When the
> error occurs the (FSTAT(lun)).TRANSFER_COUNT is set to something like
> 630k and this is the exact same number every time the error occurs
> regardless of the size of the chunks of data.
>
> Has anyone else had this experience?
>
> Robbie
>
> <http://barnett.id.au/idl>

Have you tried Randall Frank's TCP socket library? It's part of his
idl_tools package available from Ronn Kling's website. It implements
both client and server sockets and you can easily compile it
separately if you don't want to package the whole library with your
application. FWIW, I modified it for UDP sockets and it works great.

-Rick
