Subject: Communication problem with sockets
Posted by Dimitris Papamichail on Fri, 02 May 1997 07:00:00 GMT
View Forum Message <> Reply to Message

Hello,

I am facing a problem that is a little strange.
I am trying to pass data to an IDL program. For this
purpose, the IDL program calls externally a C routine
in a library (interface). This library communicates
through a socket with a server that keeps the data.
Upon the receipt of a request, the server sends the
data to the interface, which delivers it to IDL.

My problem is this: An amount of data is lost
at random points. Although the server sends the data
to the interface, they never reach the interface, because
the read to the socket is interrupted. The error number I
get is ERRNO 4: INTERRUPTED SYSTEM CALL. This happens in
the interface (library) side. In the server's side, it
appears like the write is done correctly. But after that,
the connection is reset by the peer (interface).

Just to check, I tried to use the interface not been
called by IDL, but by a C program and there was no problem
at all. The problem happens only when the library is
called externally by IDL and when the rate of the coming
data is fast (usually more than 5 packets/second). I have
no timers that could cause interrupts and I have also tried
not to generate any event. And the problem was still there.

There is probably a solution by implementing acknowledged
packets, but I was trying to avoid something like that,
knowing also that I am using TCP sockets that are supposed
to deliver reliably the packets.

Any help would be appreciated. If you think something irrelevant
is causing this problem to happen, just tell me an opinion,
as I have only a one and a half month experience of programming
in IDL. Thanks.

Dimitris