
Subject: Communication problem with sockets

Posted by [Dimitris Papamichail](#) on Fri, 02 May 1997 07:00:00 GMT

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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
