

TLI t_snd hangs

Source: <http://unix.derkeiler.com/Newsgroups/comp.unix.solaris/2004-05/2110.html>

From: Rybak (rybak_at_caseta.com)

Date: 05/27/04

Date: 27 May 2004 12:55:13 -0700

Hello all,

I have been searching all over the net for a solution to a problem I am having with an synchronous t_snd call. The setup of the system(s) are as follows:

1. Machine A is sending a large amount of data to Machine B
2. Machine A is running lynxOS 3.0.1 and B is running SunOS 5.6

Both machines are using libnsl interface to TLI to communicate over TCP/IP.

The blocking t_snd occurs about 20 seconds after the network cable has been removed. Durring those 20 seconds I observe that Machine A's mbufs are growing very quickly. It is the case that my system waits 25 seconds before it checks the status of the network connection. So what happens here is the send thread gets blocked on t_snd and the system is frozen.

Question 1. How can I check the real-time status of the transport endpoint on Machine A. I have tried polling, using t_look and t_sync. None of those functions have been able to realize that the network has been disconnected.

>From my searching i have not found a very good method using the TLI functions to get real-time asynchronous status of the Transport Endpoint. I have began looking into the kernel for status on either mbufs or STREAMS available.

Question 2. How can I be certain to which kernel resource is being depleted and causing t_snd to have a "flow control restriction". Can anyone explain or point me in the direction to find out what is going on at the kernel level.

Question 3. I am having no luck with using ioctl(conn_fd, I_SETSIG, S_OUTPUT) to check if stream /dev/tcp is not full. Can someone refer me to an example on this or shed some light on accessing streams.

comp.unix.solaris: TLI t_snd hangs

Thank you,
Didi