Subject: Re: [BUG] HttpRequest fails under FreeBSD
Posted by Mindtraveller on Fri, 25 Jan 2013 21:20:50 GMT
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Timeout check added.

Index: Socket.cpp
```
===================================================================
--- Socket.cpp (revision 5727)
+++ Socket.cpp (working copy)
@@ -268,7 +268,7 @@
  sslinfo.Clear();
  start_time = Null;
  global_timeout = Null;
-#ifdef PLATFORM_WIN32
+#if (PLATFORM_WIN32 || PLATFORM_BSD)
  connection_start = Null;
 #endif
  ssl_start = Null;
@@ -293,6 +293,9 @@
   return false;
  }
 #else
+ #if (PLATFORM_BSD)
+ connection_start = msecs();
+ #endif
  if(fcntl(socket, F_SETFL, (fcntl(socket, F_GETFL, 0) | O_NONBLOCK))) {
   SetSockError("fcntl(O_[NON]BLOCK)");
   return false;
@@ -509,7 +512,12 @@
 {
  int c = GetErrorCode();
 #ifdef PLATFORM_POSIX
- return c == SOCKERR(EWOULDBLOCK) || c == SOCKERR(EAGAIN);
+ #ifdef PLATFORM_BSD
+ DUMP(connection_start);
+ if(c == SOCKERR(ENOTCONN) && !IsNull(connection_start) && msecs(connection_start) <
20000)
+  return true;
+ #endif
+ return c == c == SOCKERR(EWOULDBLOCK) || c == SOCKERR(EAGAIN);
 #endif
 #ifdef PLATFORM_WIN32
  if(c == SOCKERR(ENOTCONN) && !IsNull(connection_start) && msecs(connection_start) <
20000) {
@@ -599,7 +607,7 @@
    return false;
   }
```

```
   if(avail > 0) {
-  #ifdef PLATFORM_WIN32
+  #if (PLATFORM_WIN32 || PLATFORM_BSD)
    connection_start = Null;
   #endif
    return true;
@@ -630,7 +638,7 @@
 { // Compute time limit for operation, based on global timeout and per-operation timeout settings
  int o = min(IsNull(global_timeout) ? INT_MAX : start_time + global_timeout,
             IsNull(timeout) ? INT_MAX : msecs() + timeout);
-#ifdef PLATFORM_WIN32
+#if (PLATFORM_WIN32 || PLATFORM_BSD)
  if(GetErrorCode() == SOCKERR(ENOTCONN) && !IsNull(connection_start))
   if(msecs(connection_start) < 20000)
    o = connection_start + 20000;
Index: Inet.h
===================================================================
--- Inet.h (revision 5727)
+++ Inet.h (working copy)
@@ -88,7 +88,7 @@

  int                 global_timeout;
  int                 start_time;
-#ifdef PLATFORM_WIN32
+#if (PLATFORM_WIN32 || PLATFORM_BSD)
  int                 connection_start;
 #endif
  int                 ssl_start;
```