
Subject: SIGPIPE problem

Posted by [zsolt](#) on Wed, 26 May 2021 03:19:18 GMT

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I'm writing an HTTP App server currently and I'm using some libraries, such as libpq. My problem is, that some of the libraries are switching SIGPIPE signal handler on and off, and I have no control over that.

So when a client disconnects while my server is sending the HTTP response, sometimes it gets a SIGPIPE and my app stops at that point in debugger.

I'm running tons of unit tests so this is not very convenient, as some tests are doing this.

I fixed this by changing the flags argument of send() from 0 to MSG_NOSIGNAL in TcpSocket::RawSend() method.

Do you have any better idea?

```
int TcpSocket::RawSend(const void *buf, int amount)
{
#ifdef PLATFORM_POSIX
+ int res = send(socket, (const char *)buf, amount, MSG_NOSIGNAL);
#else
  int res = send(socket, (const char *)buf, amount, 0);
#endif
  if(res < 0 && WouldBlock())
    res = 0;
  else
    if(res == 0 || res < 0)
      SetSockError("send");
  return res;
}
```