Subject: Re: SIGPIPE problem
Posted by Oblivion on Tue, 01 Jun 2021 11:15:37 GMT
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Well, the SIGPIPE issue is a relic network/socket programmers have to deal with, dating back to the implementation of TCP sockets in unix in early 80s.

AFAIK, there is no perfect solution. While the posix manual seems to define MSG_NOSIGNAL from some point on, it is not adopted by every camp yet.

Another workaround seems to be this, which I didn't know either:

Quote:
The most general solution, for when you are not in full control of the program's signal handling and want to write data to an actual pipe or use write(2) on a socket, is to first mask the signal for the current thread with pthread_sigmask(3), write the data, drain any pending signal with sigtimedwait(2) and a zero timeout, and then finally unmask SIGPIPE. This technique is described in more detail here. Note that some systems such as OpenBSD do not have sigtimedwait(2) in which case you need to use sigpending(2) to check for pending signals and then call the blocking sigwait(2).

Read the full blog, here:

https://www.doof.me.uk/2020/09/23/sigpipe-and-how-to-ignore- it/

Workaround (explained):
 https://web.archive.org/web/20200126153413/http://www.microh owto.info:80/howto/ignore_sigpipe_without_affecting_other_th reads_in_a_process.html

Best regards,
Oblivion