

Robotics Service Bus - Feature #710

Implement socket-based transport

11/10/2011 02:35 AM - J. Moringen

Status:	Resolved	Start date:	11/10/2011
Priority:	Normal	Due date:	
Assignee:	J. Moringen	% Done:	100%
Category:	C++	Estimated time:	0.00 hour
Target version:	rsb-1.0		
Description			
Related issues:			
Blocks Robotics Service Bus - Enhancement # 545: Check if pure TCP Connector ...		Resolved	09/05/2011

Associated revisions

Revision aca85aee - 11/10/2011 02:47 AM - J. Moringen

Fixed some of the worse issues in the rsc/rsb/transport/socket/
refs #710

- src/rsb/transport/socket/Bus.{h,cpp}: ignore errors when disconnecting connections; refer to ConnectorBase instances via plain pointers which is sad, but seems unavoidable; reenabled suicide; minor documentation improvements
- src/rsb/transport/socket/BusConnection.{h,cpp}: added a disconnecting flag to suppress spurious error reports; let disconnect throw exceptions, as these should be handled elsewhere; added BusConnection::performSafeCleanup and use it in destructor and error situations; disconnect if the bus pointer goes away; do not start receiving events immediately
- src/rsb/transport/socket/ConnectorBase.cpp: call removeConnector on the bus when deactivating
- src/rsb/transport/socket/Factory.{h,cpp}: add supplied connector instance to existing or new bus instances to prevent bus instances from committing suicide; added some comments
- src/rsb/transport/socket/InPushConnector.{h,cpp}: made active data member volatile; set active to false when deactivating

Revision ce0e417e - 11/10/2011 02:53 AM - J. Moringen

Removed weak pointer logic in src/rsb/transport/socket/Factory.cpp
refs #710

- src/rsb/transport/socket/Factory.cpp: since Bus instances are no longer managed using weak pointers, the extra logic for dangling weak pointers is no longer required

Revision 1c549e8f - 11/15/2011 04:28 PM - J. Moringen

Removed of bus servers in src/rsb/transport/socket/Factory.cpp
refs #710

- src/rsb/transport/socket/Factory.cpp: added removal of bus servers which was a stub previously; minor cleanup

Revision 2849be99 - 11/15/2011 04:31 PM - J. Moringen

Support cause vectors in src/rsb/transport/socket/Serialization.cpp

refs #710

Note that this is a short-term hack since the generic serialization code in the core should be used.

- src/rsb/transport/socket/Serialization.cpp: added (de)serialization of cause vectors

Revision fea36609 - 11/15/2011 04:35 PM - J. Moringen

Support automatic client vs. server config in src/rsb/transport/socket/

refs #710

- src/rsb/transport/socket/ConnectorBase.{h,cpp}: added Server enum; added static constant for default port; changed server config option to string with possible values "0", "1" and "auto"; implemented "auto" mode by first trying to create a server and falling back to creating a client if that fails
- src/rsb/transport/socket/InPushConnector.{h,cpp}: adapted handling of server config option
- src/rsb/transport/socket/OutConnector.{h,cpp}: likewise

Revision c1c003d8 - 11/15/2011 05:04 PM - J. Moringen

Improved option handling in src/rsb/transport/socket/

refs #710

- src/CMakeLists.txt: added files src/rsb/transport/socket/Types.{h,cpp}
- src/rsb/transport/socket/Types.{h,cpp}: new files; contain basic types and constants used in the implementation of the socket-based connector
- src/rsb/transport/socket/ConnectorBase.{h,cpp}: used constants from Types.h; ConnectorBase constructor accept Server enum instead of a string
- src/rsb/transport/socket/InPushConnector.{h,cpp}: similar; translate server option from string to enum in static create function
- src/rsb/transport/socket/OutConnector.{h,cpp}: similar

Revision 3c0b5ae3 - 11/16/2011 02:53 AM - J. Moringen

Added event dispatching in src/rsb/transport/socket/BusServer.{h,cpp}

fixes #710

- src/rsb/transport/socket/BusConnection.cpp: pass connection object to handling bus object
- src/rsb/transport/socket/Bus.{h,cpp}: accept a connection object in handleIncoming to event reflecting an event into the connection that delivered it
- src/rsb/transport/socket/BusServer.{h,cpp}: implemented handleIncoming by broadcasting events to all connections except the through which the respective event was received

Revision 1c17816d - 11/16/2011 04:41 AM - J. Moringen

Improved name resolution in src/rsb/transport/socket/Factory.cpp

refs #710

- src/rsb/transport/socket/Factory.cpp: fixed name resolution to at least partially work

History

#1 - 11/16/2011 02:53 AM - J. Moringen

- *Status changed from In Progress to Resolved*
- *% Done changed from 50 to 100*

Applied in changeset r3092.