

NOvA Global Trigger - Bug #1625

GT signal trapping

08/08/2011 03:33 AM - Alec Habig

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|--|------------|------------------------|------------|
| Status: | Assigned | Start date: | 08/08/2011 |
| Priority: | Low | Due date: | |
| Assignee: | Alec Habig | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| Right now, when a GT program is killed (via ctrl-C, or via kill) about half the time it spews register dumps all over the screen. | | | |
| We need a signal handling routine which traps on SIG's and shuts down cleanly. | | | |
| This is mostly cosmetic right now, as I think the only consequence is that text spew flies all over your stdout. But, useful things like sending off "I'm being killed!" messages to the MF and DAQ status monitoring could then also be done. | | | |

History

#1 - 08/08/2011 03:33 AM - Alec Habig

I've worked on this, but it is not the solution. Trapping signals doesn't resolve the spew from deep within libraries which are out of our control.

Trapping signals could still be used to more gracefully back out down the state machine, so will keep this issue alive to remind us to eventually do it. But it is not a high priority.

Recent DDS changes are trapping signals and seem to resolve most of the shutdown spew. There might be more GT itself could/should do with this, but the most egregious output is cured, so leaving this as "deferred".

#2 - 08/08/2011 03:34 AM - Alec Habig

- Priority changed from Normal to Low