

artdaq - Bug #20278

Dispatcher fails to receive any events in low-rate situations

07/05/2018 12:30 PM - Eric Flumerfelt

Status:	Assigned	Start date:	07/05/2018
Priority:	Normal	Due date:	
Assignee:	Eric Flumerfelt	% Done:	0%
Category:	Known Issues	Estimated time:	0.00 hour
Target version:	artdaq Next Release	Co-Assignees:	
Experiment:	SBND		

Description

How reproducible: always
Where reproduced: SBND, ironwork

TCPSocketTransfer only retries a set number of times before declaring DATA_END if no senders are connected. In low-rate situations, this can lead to DataReceiverManager giving up before the first fragment is transferred.

I have updated TCPSocketTransfer to use a timeout instead of a loop counter, and only start this timeout if no senders are connected AFTER senders have been connected, i.e. a sender has gone away.