

Erlang Front-end Framework - Bug #25290

resint crashes if a udp:send fails

12/07/2020 02:53 PM - Dennis Nicklaus

Status:	Assigned	Start date:	12/07/2020
Priority:	Normal	Due date:	
Assignee:	Dennis Nicklaus	% Done:	0%
Category:	UDP/CEC Driver	Estimated time:	0.00 hour
Target version:			
Description			
<p>the resint process (communications with resonance controller) crashes if a gen_udp:send fails (for instance, in this recent case, with {error,nxdomain}).</p> <p>Right now, it just matches to ok. Apparently after this shutdown, the resonance control process wasn't running, so it's UDP port wasn't open, so that made the send() fail? The server is just set to the default localhost, so it shouldn't have been a network issue otherwise.</p> <p>Anyway, it's an easy fix to catch the error case of the send and the code should add that protection.</p>			