

## Smuxi Issues [FROZEN ARCHIVE] - Feature # 248: stray SSH tunnel checker

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Mirco Bauer	<b>Category:</b>	Engine
<b>Created:</b>	12/24/2009	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	01/02/2010	<b>Due date:</b>	
<b>Subject:</b>	stray SSH tunnel checker		
<b>Description:</b>	<p>From time to time the following scenario happens:</p> <ul style="list-style-type: none"><li>* Frontend connects to remote engine using a SSH tunnel</li><li>* Frontend dies (say SIGTERM or crash -&gt; SEGV)</li><li>* Restarting the frontend will cause an error message about "Connection refused" because an old SSH tunnel is still active and blocking the new one</li><li>* User is annoyed</li></ul> <p>This scenario can be prevented if the smuxi-server process watches all SSH tunnels by checking if the smuxi-frontend is still alive (TCP port). If not, it can kill the SSH tunnel process from the server-side which will force the client to close the tunnel and thus releasing the port needed for a fresh SSH tunnel.</p>		

### Associated revisions

**01/02/2010 03:44 AM - Mirco Bauer**

Make use of the SSH keep-alive feature for the SSH tunnel to detect network issues faster. (closes: #258, #248)

### History

**12/29/2009 09:16 AM - Ingo Saitz**

This can be automated by ssh using KeepAlive messages, which are part of the ssh protocol, by setting ServerAliveInterval and ServerAliveCountMax as aggressive as necessary.

**12/29/2009 07:01 PM - Mirco Bauer**

Very interesting SSH options. I will try to integrate those in the 0.6.5 release. Thanks for the info!

**12/29/2009 07:02 PM - Mirco Bauer**

- Target version set to 0.7

**12/29/2009 07:07 PM - Mirco Bauer**

What would be even better if I could tell SSH that the tunneled port has to be used within X seconds/minutes, if not -> kill the tunnel....

**12/29/2009 08:38 PM - Ingo Saitz**

You could set ServerAliveCountMax to a low value (1 or 2) and the interval to the number of seconds.

**12/29/2009 11:54 PM - Mirco Bauer**

Ingo Saitz wrote:

> You could set ServerAliveCountMax to a low value (1 or 2) and the interval to the number of seconds.

Yeah I plan to set ServerAliveCountMax to 3 and ServerAliveInterval to 30, then it would kill it after 120 seconds.

**01/02/2010 04:13 AM - Mirco Bauer**

- Status changed from New to Closed

- % Done changed from 0 to 100

Applied in changeset commit:"08ff94a7626bf6247cb22873143d608e6a7dd151".