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

Status:	Closed	**Priority:**	Normal
Author:	Mirco Bauer	**Category:**	Engine
Created:	12/24/2009	**Assigned to:**	Mirco Bauer
Updated:	01/02/2010	**Due date:**	
Subject:	stray SSH tunnel checker		
Description:	From time to time the following scenario happens: * Frontend connects to remote engine using a SSH tunnel * Frontend dies (say SIGTERM or crash -> SEGV) * Restarting the frontend will cause an error message about "Connection refused" because an old SSH tunnel is still active and blocking the new one * User is annoyed 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.		

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 ServerAliveContMax as aggressive as neccessary.

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".