

OsmoBSC - Bug #4070

Bug # 4069 (New): Implement IPA PING/PONG mechanism everywhere

Implement IPA PING/PONG mechanism on RSL and OML

06/21/2019 02:46 PM - laforge

Status: Stalled	Start date: 06/21/2019
Priority: Normal	Due date:
Assignee: osmith	% Done: 80%
Category: A-bis RSL	
Target version:	
Spec Reference:	
Description Let's make sure the RSL and OML links use the IPA PING/PONG mechanism to the BTSs and disconnect if no PONG is received. the interval and timeout should ideally be user(vty)-configurable. It might be that the actual code has to reside in libosmo-abis, not in OsmoBSC itself. Keep in mind that classic E1 BTSs don't have IPA or TCP.	

Associated revisions

Revision ef1f327c - 01/24/2020 01:35 PM - Hoernchen

add ipa ping/pong keepalive for OML/RSL links between bts and bsc

Patch-by: ewild, osmith

Related: OS#4070

Change-Id: I30e3bd601e55355aaf738ee2f2c44c1ec2c46c6a

Depends: (libosmo-abis) le453fdee8bfd7fc1a3f1ed67ef0331f0abb1d59b

History

#1 - 06/21/2019 02:47 PM - laforge

- Related to Bug #4069: Implement IPA PING/PONG mechanism everywhere added

#2 - 06/21/2019 02:47 PM - laforge

- Parent task set to #4069

#3 - 01/08/2020 10:20 PM - laforge

- Assignee deleted (Hoernchen)

#4 - 01/21/2020 10:23 AM - osmith

- Status changed from New to In Progress

- Assignee set to osmith

#5 - 01/21/2020 03:02 PM - osmith

- % Done changed from 0 to 40

@Hoernchen already submitted a patch here: <https://gerrit.osmocom.org/c/libosmo-abis/+/14743/>

I've fixed what was mentioned in the review and tested it. ping/pong shows up properly in wireshark, however, when disconnecting the BTS, it segfaults.

Tested with this config in osmo-bsc.cfg (with short timeout and interval on purpose):

```
e1_input
e1_line 0 ipakeepalive 1 2
```

I'll look more into it, and also look into TTCN-3 testing.

#6 - 01/22/2020 02:48 PM - osmith

- % Done changed from 40 to 70

Segfault is resolved, patch refactored after reviews. Tests remain to be implemented.

#7 - 01/29/2020 08:07 AM - osmith

- % Done changed from 70 to 80

Patch merged. (Tests still remaining.)

#8 - 09/30/2020 08:13 PM - laforge

- Status changed from In Progress to Stalled