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Report

We encountered a lot of trouble trying to get the clientProxy to reconnect to the serverProxy. Because of this we abandoned the head packages and stuck with a simple package consisting of on a single string. Because of this we were not able to reconnect given a new session Id. We handled the heartbeat with a simple trivial message that is described as follows.

1. The client writes a single message as “ping” with an additional /0 character whenever it needs to send a heartbeat.
2. This ping message is then read from the serverProxy and if it is in the correct format (exactly the same string with the same len) then it is treated as a heart beat
3. If the serverProxy gets a message that is not a heartbeat then it treats it as a normal message and writes it to the telnet daemon.
4. If the serverProxy does not receive any type of message and 1 second passes it increments dead counter. If the dead counter reaches 3 it stops all traffic, resets its sockets and waits for a new connection.
5. The ServerProxy runs the heartbeat the same way as the client proxy by sending a message of ping every second.
6. The client proxy will do the same thing as server proxy when it receives messages that are or are not a heartbeat.
7. If the client proxy does not receive a message it increments its dead counter after 3 seconds
8. If the client proxy’s dead counter hits 3 it then tries to reconnect to the server with a new socket

The current version of our code is not able to reconnect from clientproxy to serverproxy. Both are able to tell when the connection is lost but the session is not able to be reestablished either with or without the same session id.