## 1、发送心跳消息

## 2、接收心跳响应消息

```
1 //ConnClientChannelHandler.java
2
3 @Override
4 public void channelRead(ChannelHandlerContext ctx, Object msg) throws Exc
eption {
   connection.updateLastReadTime();
   if (msg instanceof Packet) {
   Packet packet = (Packet) msg;
7
   Command command = Command.toCMD(packet.cmd);
   if (command == Command.HANDSHAKE) {
9
   //发送心跳消息
10
  startHeartBeat(message.heartbeat - 1000);
11
   } else if (command == Command.FAST_CONNECT) {
12
   //发送心跳消息
13
   startHeartBeat(message.heartbeat - 1000);
14
   } else if (command == Command.KICK) {
15
16
17
    } else if (command == Command.ERROR) {
18
    } else if (command == Command.PUSH) {
19
   } else if (command == Command.HEARTBEAT) {
21
   //接收心跳响应消息
22
   LOGGER.info("receive heartbeat pong...");
23
   } else if (command == Command.OK) {
24
25
    } else if (command == Command.HTTP PROXY) {
26
27
   . . .
28
   }
   }
29
    LOGGER.debug("receive package={}, chanel={}", msg, ctx.channel());
30
31
32
```

## 发送心跳消息:

```
1 //ConnClientChannelHandler.java
```

```
3 private static final Timer HASHED WHEEL TIMER = new HashedWheelTimer(new
NamedPoolThreadFactory(ThreadNames.T_CONN_TIMER));
4 //创建心跳任务
5 private void startHeartBeat(final int heartbeat) throws Exception {
   HASHED_WHEEL_TIMER.newTimeout(new TimerTask() {
   @Override
   public void run(Timeout timeout) throws Exception {
  //如果是连接状态,且健康检查成功,则继续心跳检测
   if (connection.isConnected() && healthCheck()) {
   HASHED_WHEEL_TIMER.newTimeout(this, heartbeat, TimeUnit.MILLISECONDS);
11
12
   }
13
   }
   }, heartbeat, TimeUnit.MILLISECONDS);
14
15 }
16 //健康检查
17 //如果可读、可写,则是健康的;
18 //如果不可读,且超过2次计数,则断开连接;
19 //如果不可写,发送心跳包;
20 private int hbTimeoutTimes; //心跳超时次数
21 private boolean healthCheck() {
   //如果读取超时,累计超时次数
22
23
   if (connection.isReadTimeout()) {
24
   hbTimeoutTimes++;
   LOGGER.warn("heartbeat timeout times={}, client={}", hbTimeoutTimes, co
nnection);
   } else {
26
   hbTimeoutTimes = 0;
28
   //心跳超时次数超过2次,断开连接,返回健康检查失败
29
   if (hbTimeoutTimes >= 2) {
30
    LOGGER.warn("heartbeat timeout times={} over limit={}, client={}", hbTi
31
meoutTimes, 2, connection);
   hbTimeoutTimes = 0;
32
   connection.close();
   return false;
34
35
   }
   //如果写超时(有可能网络不稳定或者网络断开),发送心跳包
36
   if (connection.isWriteTimeout()) {
37
    LOGGER.info("send heartbeat ping...");
38
   connection.send(Packet.HB PACKET); //发送心跳包
39
```

```
40 }
41 return true;
42 }
```