
Disconnect Problems

Posted by Jonathan Narwold - 2009/03/21 16:05

I'm seeing some strange issues with a bunch of people being randomly disconnected from Palabre. A whole bunch of people will join the chat room that I've set up, and then at some point it'll just decide to boot everyone off. If I only connect with a couple users (within my control), I can chat indefinitely. I'm thinking it must be related to a particular message or nickname that someone's submitting that Palabre doesn't like, but I can't really tell. Here's a few details:

- There's no consistency in when or how these happen. The times are different, the number of people in the room is different, the message volume is different, etc.

- I am seeing some rather strange log behavior. Sometimes I'm seeing multiple events of the same type at the same time for the same user, such as the following (there were actually a whole lot more of these at the same time, but I abbreviated here):

```
2009-03-18 13:14:22,328 - : 17132 INFO Disconnection asked by guest268956210(76.214.111.55)
2009-03-18 13:14:22,328 - : 17132 INFO Disconnection asked by guest268956210(76.214.111.55)
2009-03-18 13:14:22,328 - : 17132 INFO Disconnection asked by guest268956210(76.214.111.55)
2009-03-18 13:14:22,328 - : 17132 INFO Disconnection asked by guest268956210(76.214.111.55)
2009-03-18 13:14:22,329 - : 17132 INFO Disconnection asked by guest268956210(76.214.111.55)
2009-03-18 13:14:22,329 - : 17132 INFO Client left: guest268956210
2009-03-18 13:14:22,330 - : 17132 INFO Client left: guest268956210
2009-03-18 13:14:22,330 - : 17132 INFO Client left: guest268956210
2009-03-18 13:14:22,330 - : 17132 INFO Client left: guest268956210
2009-03-18 13:14:22,330 - : 17132 INFO Client left: guest268956210
```

...and other times, I'll get an event with no nick name, like this:

```
2009-03-18 13:15:39,668 - : 17132 INFO Client left:
```

- My program is built using a Flash object that gets embedded into an HTML file that sends and receives JavaScript commands to and from the HTML interface. My source code is as follows:

```
import flash.external.ExternalInterface;
import flash.events.Event;
var hostname:String;
hostname="<hostname>";
System.security.loadPolicyFile("xmlsocket://" + hostname + ":2468");

function trace1(data1) {
    ExternalInterface.call("ReceiveData", data1);
}

XML.prototype.ignoreWhite = true;

/* Create a new XMLSocket Object */
x = new XMLSocket();
x.ignoreWhite = true;

/* Define an handler function to check connection */
x.onConnect = function (status) {
    if(status) {
        trace1("Connection OK");
        /* If connection is OK then we can identify and start sending XML */
        ExternalInterface.call("Login", "dannywarrenb398");
        ExternalInterface.call("JoinRoom");
    } else {
        trace1('No Connection');
    }
}
```

```
/* Define an handler function to trace incoming XML */
x.onXML = function (xmlNode) {
    trace1('Just Received : '+xmlNode);
}

/* Then start the connection, adjust IP and port to reflect the server information */
x.connect(hostname,2468);

function getTextFromJavaScript(str) {
    x.send(str);
}

ExternalInterface.addCallback("sendTextToFlash", null, getTextFromJavaScript);

=====
```

Re:Disconnect Problems

Posted by admin - 2009/03/24 11:20

Hi,
thanks for the feedback

The event with no nickname occurs when a user disconnects before sending the "connect" node. This is normal.

But i'll check for the disconnection issue ...

Re:Disconnect Problems

Posted by Jonathan Narwold - 2009/03/28 14:21

Thank you... please let me know what you find out.

Re:Disconnect Problems

Posted by celio - 2009/03/29 16:23

Hi,

Is there anything specific in the logs just before the massive disconnections ?
could you post this part ?

And after everybody got disconnected can they reconnect just after that ? or is palabre dead and has to be restarted ?

Thanks for the feedback
