endurox-connect - Bug #770

tcpgate compiled connection id issues

04/07/2022 01:08 PM - Madars

Status:	Closed		Start date:	04/07/2022
Priority:	Normal (Code 4)		Due date:	
Assignee:			% Done:	100%
Category:			Estimated time:	0.00 hour
Target version:				

Description
Starting from today, seems like epoch last 40 bits causes compiled id to use all 64bits, making int64 type signed with minus. This later causes issues with simple connection id lookup (due to negative number).

History

#1 - 04/07/2022 01:17 PM - Madars

- Status changed from New to Resolved

- % Done changed from 0 to 100

Release notes

Updated tcpgatesv to use only 39 bits from Unix epoch milliseconds time as part of the compiled connection id.
This fixes issue when system was unable to find open connections by negative connection id number.

Available from Enduro/X Connect release 2.5.2+, 8.0.2+.

#2 - 04/07/2022 01:17 PM - Madars

- Status changed from Resolved to Closed