

## strongSwan - Bug #1231

### ipsec stop produces errors on systems that don't support subsecond sleep

08.12.2015 21:19 - Saso Slavicic

|  |                |                        |            |
|--|----------------|------------------------|------------|
| <b>Status:</b>   | Closed         | <b>Start date:</b>     | 08.12.2015 |
| <b>Priority:</b>   | Low            | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Tobias Brunner | <b>Estimated time:</b> | 0.00 hour  |
| <b>Category:</b>   | starter        |                        |            |
| <b>Target version:</b>   | 5.4.0          |                        |            |
| <b>Affected version:</b>   | 5.3.5          | <b>Resolution:</b>     | Fixed      |
| <b>Description</b>   |                |                        |            |
| Subsecond sleep is not supported in busybox.<br>On OpenWRT, stopping ipsec produces errors:  |                |                        |            |
| 1. /etc/init.d/ipsec stop<br>Stopping strongSwan IPsec...<br>sleep: invalid number '0.1'<br>sleep: invalid number '0.1'<br>sleep: invalid number '0.1'<br>sleep: invalid number '0.1'<br>sleep: invalid number '0.1' |                |                        |            |

#### Associated revisions

##### Revision 7f527156 - 10.12.2015 11:46 - Tobias Brunner

ipsec: Fix stop command on systems where sleep(1) only supports integers

Fixes #1231.

#### History

##### #1 - 09.12.2015 10:45 - Tobias Brunner

- Status changed from New to Feedback

Does sleep 0.1 2>/dev/null suppress the message?

##### #2 - 09.12.2015 11:18 - Saso Slavicic

Yes.

##### #3 - 09.12.2015 12:15 - Tobias Brunner

So a simple fix would be to just suppress the error. Or we could do something like this in case detecting and reporting the error takes less than 100ms:

```
diff --git a/src/ipsec/_ipsec.in b/src/ipsec/_ipsec.in
index 89c7ef753e46..86f7c640ef02 100644
--- a/src/ipsec/_ipsec.in
+++ b/src/ipsec/_ipsec.in
@@ -259,7 +259,7 @@ stop)
     loop=110
     while [ $loop -gt 0 ] ; do
         kill -0 $spid 2>/dev/null || break
-        sleep 0.1
+        sleep 0.1 2>/dev/null || sleep 1
         loop=$(( $loop - 1 ))
     done
     if [ $loop -eq 0 ]
```

##### #4 - 09.12.2015 12:25 - Saso Slavicic

Sleeping for 1s should also decrease loop by additional 9 iterations...just in case so that it doesn't hang for 110s before issuing kill.

##### #5 - 09.12.2015 14:43 - Tobias Brunner

So maybe something like this:

```
diff --git a/src/ipsec/_ipsec.in b/src/ipsec/_ipsec.in
index 89c7ef753e46..7da0fd36d6d1 100644
--- a/src/ipsec/_ipsec.in
+++ b/src/ipsec/_ipsec.in
@@ -259,7 +259,12 @@ stop)
     loop=110
     while [ $loop -gt 0 ] ; do
         kill -0 $spid 2>/dev/null || break
-        sleep 0.1
+        sleep 0.1 2>/dev/null
+        if [ $? -ne 0 ]
+        then
+            sleep 1
+            loop=$(( $loop - 9 ))
+        fi
         loop=$(( $loop - 1 ))
     done
     if [ $loop -eq 0 ]
```

#### #6 - 09.12.2015 15:00 - Saso Slavicic

There shouldn't be any possibility for the loop to be overshoot, that last line probably needs to be changed to '-le'. But I'm probably nitpicking already... :-)

#### #7 - 09.12.2015 15:14 - Tobias Brunner

There shouldn't be any possibility for the loop to be overshoot, that last line probably needs to be changed to '-le'.

You mean in case sleep 0.1 only fails occasionally?

#### #8 - 09.12.2015 16:14 - Saso Slavicic

Yep...I have no idea if that can happen, but rather be safe than sorry as it doesn't really cost anything.

#### #9 - 10.12.2015 11:52 - Tobias Brunner

- *Tracker changed from Issue to Bug*
- *Subject changed from subsecond sleep not supported to ipsec stop produces errors on systems that don't support subsecond sleep*
- *Category set to starter*
- *Status changed from Feedback to Closed*
- *Assignee set to Tobias Brunner*
- *Target version set to 5.4.0*
- *Resolution set to Fixed*

Yep...I have no idea if that can happen, but rather be safe than sorry as it doesn't really cost anything.

I guess it's not very likely, but I agree. I pushed the fix to master.