

strongSwan - Feature #2095

Support liveness check in Strongswan

29.08.2016 01:25 - Jeonghoon Lee

Status: Feedback	Start date: 29.08.2016
Priority: Normal	Due date:
Assignee:	Estimated time: 0.00 hour
Category:	
Target version:	
Resolution:	
Description Dear, Do you have any plan to support liveness check with TIMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute in 3GPP 24.302 in Strongswan? The UE may support the TIMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute as specified in subclause 8.2.4.2. If the UE supports the TIMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute, the UE shall include the IMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute indicating support of receiving timeout period for liveness check in the CFG_REQUEST configuration payload. If the TIMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute as specified in subclause 8.2.4.2 indicating the timeout period for the liveness check is included in the CFG_REPLY configuration payload or if the UE has a pre-configured timeout period, the UE shall perform the tunnel liveness checks as described in subclause 7.2.2A. NOTE: The timeout period for liveness check is pre-configured in the UE in implementation-specific way thank you. Jeonghoon.	
Related issues: Has duplicate Issue #2667: Feature #2095 - Support liveness check in Strongswan Closed	

History

#1 - 29.08.2016 11:32 - Tobias Brunner

- Status changed from New to Feedback

Do you have any plan to support liveness check with TIMEOUT_PERIOD_FOR_LIVENESS_CHECK attribute in 3GPP 24.302 in Strongswan?

Never heard of it. It seems to set the DPD timeout to a server-defined value (instead of the one locally configured - not sure how useful that is, though), so it might not be that difficult to implement. But there are currently no plans to do so.

#2 - 30.08.2016 08:09 - Jeonghoon Lee

Thank you for the feedback.

#3 - 31.05.2017 00:56 - Noel Kuntze

- Tracker changed from Issue to Feature

- Start date set to 29.08.2016

#4 - 22.05.2018 09:26 - Tobias Brunner

- Has duplicate Issue #2667: Feature #2095 - Support liveness check in Strongswan added