

# Pingers

by Paul Hammant

## 1. Introduction

Although it may not be necessary for all types of transport, there is a mechanism called a pinger that can be used to keep the connection alive. Pingers run on the client side.

## 2. Pinger Interface

It is possible to write your own or extend the existing ones if there are different requirements. The interface for bespoke pingers is 'ConnectionPinger'

```
public interface ConnectionPinger
{
    void setInvocationHandler( ClientInvocationHandler altrmiInvocationHandler );
    void start();
    void stop();
}
```

## 3. Pinger types

Here are the types of pinger implemented so far

### 3.1. DefaultConnectionPinger

This pinger pings every ten seconds, but stops one hundred seconds after the last real request. The 10 & 100 are configurable of course.

This pinger is the default and will be used if no other is specified.

### 3.2. PerpetualPinger

This pinger pings every ten seconds until the connection is closed.

### **3.3. NeverConnectionPinger**

This pinger never pings the server.

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