

Supported system calls

Posted by hfinucane - 19 Oct 2011 18:48

I tried to run an application of mine under maze, but it complained that 'poll' was unsupported. I could, with a bit of work, use select() for testing only- but before I get too invested, I figured I would ask if you maintained a list of unsupported system calls.

=====

Re: Supported system calls

Posted by roni - 19 Oct 2011 19:02

Hi hfinucane,

Thanks a lot for reporting the problem. Indeed there are several unsupported system calls, but we can implement the support, no problem. As of today the unsupported calls are:

SYS_poll

SYS_epoll_wait

SYS_ppoll

SYS_epoll_pwait

SYS_epoll_wait_old

SYS_mq_timedsend

SYS_mq_timedreceive

SYS_rt_sigtimedwait

SYS_vfork

SYS_execve

Do you need support for the entire 'poll' family, or you could name a specific call(s)?

=====

Re: Supported system calls

Posted by hfinucane - 19 Oct 2011 19:50

We use:

epoll_create

epoll_ctl

epoll_wait

poll

Although I'm not actually sure where the poll comes from, and all it seems to do is read a couple bytes from /dev/urandom.

=====

Re: Supported system calls

Posted by roni - 19 Oct 2011 19:55

Thank you for the info and for the prompt response! I'll look into this right away, and then will give you an estimate of how long it will take us to implement.

=====

Re: Supported system calls

Posted by roni - 19 Oct 2011 21:47

The support for poll can be added by Monday.

epoll_create and epoll_ctl are fine; so is non-blocking epoll_wait (i.e. with timeout=0).

How soon you will need epoll_wait? It might take a bit longer. What kind of file descriptors do yo use with epoll - pipes, sockets? Do you use the EPOLLET (edge-triggered) flag when calling epoll_ctl?

=====

Re: Supported system calls

Posted by roni - 20 Oct 2011 22:02

I implemented support for poll system call; also for non-blocking epoll_wait. The new release 1.0-beta-2011.10.20 is ready for download.

If you try to run the test case again and let us know the result, it will be of great help. Thank you in advance!

=====