

## Re: Killing a thread started with delegate.BeginInvoke()

**Source:** <http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2005-02/0715.html>

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**From:** Alvin Bruney [MVP] (*vapor*)

**Date:** 02/10/05

Date: Thu, 10 Feb 2005 14:07:00 -0400

Why aren't you keeping remote connections open? Would it not be more efficient to open the connection only when it is needed? Modify your connection string to force connection pooling to be on (i think it is off for remote configurations) if object creating is particularly expensive. With this design, you wouldn't need to kill threads.

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Regards,

Alvin Bruney [MVP ASP.NET]

[Shameless Author plug]

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"Jako Menkveld" <jako.menkveld@envalue.ch> wrote in message  
news:OTps5\$1DFHA.2232@TK2MSFTNGP14.phx.gbl...

> Sadhu / Sunny

>

> Thanks for your replies.

>

> OK, I'll have a go at explaining this:

>

> I have a server exposing a remote object (on TCP). Then I have clients  
> which connects to the server and calls methods on the remote object as  
> random interval. For performance reasons, I don't break and re-establish  
> the connection everytime, I keep a reference to the remote object and just  
> keep calling it's methods whenever I need them.

>

> This sounds like a simple scenario, but the problem comes in when the  
> server shuts down (this can happen in my implementation and I need to  
> cater for this).

>

> I mentioned in an post to this newsgroup that I have a problem "killing"  
> the TCP connection when the server shutdowns. This is because the clients  
> still have their side of the connection and for some reason the OS takes  
> over control of the listening port. (see my post: How to "kill" a tcp  
> port, posted 31/01/2005).

>

> When the client then tries to call a method on the server, it just hangs  
> without throwing an exception, which means I have to kill the process  
> using Task Manager.

>

> To overcome this problem I use an asynchronous delegate to call the method  
> and wait a specified time for the method to return, if it doesn't, I treat

microsoft.public.dotnet.framework: Re: Killing a thread started with delegate.BeginInvoke()

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> it as if the server has been shutdown. What I'm left with after that is
> the asynchronous delegate's thread which I want to kill.
>
> I hope this makes it a bit clearer.
>
> Cheers
> Jako
>
>
> "Sunny" <sunny@newsgroup.nospam> wrote in message
> news:uYs937rDFHA.628@TK2MSFTNGP15.phx.gbl...
>> In article <emx2B2eDFHA.208@TK2MSFTNGP12.phx.gbl>,
>> jako.menkveld@envalue.ch says...
>>> Is this at all possible?
>>>
>>>
>>>
>>
>> Not directly. As sadhu sa
```