

Re: directory.exists occassionally locks up when checking network share

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Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2006-09/msg00042.html>

- *From:* "Carl Daniel [VC++ MVP]" <cpdaniel_remove_this_and_nospam@xxxxxxxxxxxxxxxxxxx>
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Keith Langer wrote:

Does anyone from Microsoft read this newsgroup? It would be nice if someone could tell me why this is happening.

Various MSFT people do read this group. Telling you why it's happening is not necessarily something they'll readily be able to do.

From what you describe, your application is waiting for a synchronous I/O request to complete, and that request is blocked in the kernel. That's what results in a hung, un-killable application.

The first things I'd check:

1. Do the machines where it fails have different network hardware than the machines where it works?
2. Do the machines where it fails have different network driver versions than the machines where it works?
3. Are the machines where it fails up to date on patches for the OS and all installed hardware?

Bottom line – it's most likely a defective network driver or hardware that's at the root of it. Network issues do legitimately occur, but worst case, your application should hang for a couple minutes before a timeout occurs and everything gets unstuck.

–cd

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