

Re: Socket timeout

Source:

http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.network_web/2006-04/msg00914.html

- *From:* Mummy <Mummy@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sat, 22 Apr 2006 11:29:01 -0700
-

Well, WinSockFix (in step 2) solved the problem, but it also removed some files (or registry entries, I'm not sure) of Google desktop... Is it possible that Google Desktop caused the problem, or my application together with Google Desktop? I do run the identical application with a few other users, and I have never had those problems before... (some users work with the application for almost a year with no problems)
Anyway at least I got the problem resolved...

"Chuck" wrote:

On Fri, 21 Apr 2006 12:55:02 -0700, Mummy <Mummy@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

"Chuck" wrote:

On Fri, 21 Apr 2006 10:59:02 -0700, Mummy <Mummy@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

The scenario is as follows:
There are three desktop computers let's call them S, C1 and C2, and I've connected to the network my Laptop let's call it L.
All computers are running WinXP SP2.
All computers can see each other's shared files.
On the firewall of all computers three ports are opened. Custom ports for my application (17021 and 17022) and registered port for Interbase (3050).
Computers C1 and C2 can not connect to S through any of the three ports mentioned above (I always get the timeout

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message 10060)

Computer S can access both C1 and C2 through all of those ports...

C1 can access C2 and also C2 can access C1 through those three ports...

L can access all computers and all computers can also access L through those three ports.

So basically any computer can access any other computer, except C1 can not access S, and C2 cannot access S.

Short diagram:

C1 -X-> S S -----> C1

C2 -X-> S C2 -----> C1

L -----> S L -----> C1

C1 -----> C2 C1 -----> L

S -----> C2 C2 -----> L

L -----> C2 S -----> L

I even tried disabling Windows firewall, but it's the same...

Can somebody please answer me what is hapenning, and how do I get to the bottom of that problem, and in the end how do I solve it?

I must mentin that C1 and C2 are identical Hardware configurations, but differ from S and L.

Most of the experience here is with Windows Networking, and file sharing. And errors like a 10060, "...connection failed because connected host has failed to respond..." are generally known to be caused by LSP / Winsock corruption. Your asynchronous access / visibility symptoms can also result from this.

<<http://nitecruzr.blogspot.com/2005/05/problems-with-lsp-winsock-layer-in.html>>
<http://nitecruzr.blogspot.com/2005/05/problems-with-lsp-winsock-layer-in.html>

If not LSP / Winsock corruption, the next candidate for cause of this problem would be a misconfigured or overlooked personal firewall, or other security component. Windows Firewall is not the only possible culprit. There are several other possibilities too, and any might be the cause of your problem. Read this

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article with an open mind.

<<http://nitecruzr.blogspot.com/2005/10/irregularities-in-workgroup-visibility.html>>
<http://nitecruzr.blogspot.com/2005/10/irregularities-in-workgroup-visibility.html>

Do you have similar problem (or a conflicting, lack of problem) between your computers, with actual file access? Have you tried file access?

As I stated before, file access is not a problem... Even so, port access is a problem only when connecting from C1 and C2 to S, not even in the opposite direction...

Well, what I saw was "All computers can see each other's shared files.", which is NOT the same as "All computers can access each other's shared files.". But if you're happy about that, we'll get on with it.

There's nothing special about file sharing, it's just IP ports open (maybe). Your application uses different ports, but other than that, it's not special either, to the network stack. A firewall or other security product, or an LSP / Winsock problem, will stop your application, and not necessarily symmetrically. So, your statement "port access is a problem only when connecting from C1 and C2 to S, not even in the opposite direction..." fits well in those possibilities.

So, you can a) Ignore my advice, and wait for more advice; b) Ignore my advice and not wait; or c) Read the articles with an open mind. Tell us a bit about your application, maybe a name would be a good start. Did you write the application? What is Interbase? Does it use TCP or UDP? Does it use file shares too, or totally work on its own? Does it use name resolution (not really a part of file sharing)? Does it use the browser, or do you identify the community of other computers manually? See if this article gives you a clue what I'm getting at here:

<<http://nitecruzr.blogspot.com/2005/07/windows-networking.html>>
<http://nitecruzr.blogspot.com/2005/07/windows-networking.html>

Since I'm not there in front of your computers with you, and since you're talking about something other than file sharing (but maybe similar to it?), you'll have to provide diagnostics that will help us focus on the problem.
<<http://nitecruzr.blogspot.com/2005/06/background-information-useful-in.html>>
<http://nitecruzr.blogspot.com/2005/06/background-information-useful-in.html>

And be patient with me, I'll try and be on your side.

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Cheers,

Chuck, MS-MVP [Windows - Networking]

<http://nitecruzr.blogspot.com/>

Paranoia is not a problem, when it's a normal response from experience.

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My email is AT DOT
actual address pchuck mvps org.