

## Ruby trunk - Bug #9688

### Ruby's child process inherits parent's sockets (mswin)

03/29/2014 03:16 PM - arton (Akio Tajima)

<b>Status:</b>	Closed	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	usa (Usaku NAKAMURA)	
<b>Target version:</b>	2.2.0	
<b>ruby -v:</b>	ruby 2.1.1p76 (2014-02-24 revision 45161) [i386-mswin32_100]	<b>Backport:</b> 2.0.0: DONE, 2.1: DONE

#### Description

When Ruby application creates child process, sockets are inherited from the parent process. This causes severe troubles.

In my situation, I have some web services using WEBrick and Sinatra. They invoke child process as a batch file using kernel.system method. And in the batch file I launch some long running applications by 'start'.

If these type of long running applications stay in running state, I never restart the services because the children grab server sockets while running. What is worse that Windows never report EADDRINUSE so I have no clue to judge its condition. Indeed 'netstat /b' reports the port is occupied by System not the child app.

Below is the reproduction script.

```
require 'socket'
require 'timeout'

exit unless RUBY_PLATFORM =~ /mswin/

BAT = "#{ENV['TMP']}#{File::SEPARATOR}test_inheritsock.bat"
File.open(BAT, 'w') do |fout|
  fout.puts 'start ruby -e "sleep(10) "'
end

port = nil
TCPServer.open(0) do |gs|
  port = gs.addr[1]
  system(BAT)
end

File.delete BAT

gs = TCPServer.open(port)

running = true
client = false
begin
  timeout(20) do
    while running
      Thread.start do
        s = gs.accept
        s.gets
        s.close
        running = false
      end
      unless client
        client = true
        Thread.start do
          TCPSocket.open('localhost', port) do |sock|
            sock.puts('')
          end
        end
      else
        sleep(1)
      end
    end
  end
end
```

```
    end
  end
  puts 'no problem'
rescue Timeout::Error
  puts 'failed'
end
gs.close
```

The second open TCPServer can not receive a connection request.

Unak already made no inheritance patch (<https://gist.github.com/unak/9825743>) and I tested it with Windows7(x86) and Windows8.1(x64) and in both environments the above script runs completely.

So I wonder if the patch is applied to the trunk.

Thanks in advance.

## Associated revisions

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### Revision 38c3ba2f - 03/30/2014 02:42 PM - usa (Usaku NAKAMURA)

- win32/win32.c (rb\_w32\_accept, open\_ifs\_socket, socketpair\_internal): reset inherit flag of socket to avoid unintentional inheritance of socket. note that the return value of SetHandleInformation() is not verified intentionally because old Windows may return an error. [Bug #9688] [ruby-core:61754]

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/trunk@45471 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

### Revision 45471 - 03/30/2014 02:42 PM - usa (Usaku NAKAMURA)

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### Revision e6c3b9cd - 04/30/2014 07:37 AM - usa (Usaku NAKAMURA)

merge revision(s) 45471: [Backport #9688]

```
* win32/win32.c (rb_w32_accept, open_ifs_socket, socketpair_internal):
reset inherit flag of socket to avoid unintentional inheritance of
socket. note that the return value of SetHandleInformation() is not
verified intentionally because old Windows may return an error.
[Bug #9688] [ruby-core:61754]
```

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/branches/ruby\_2\_0\_0@45753 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

#### Revision 45753 - 04/30/2014 07:37 AM - usa (Usaku NAKAMURA)

merge revision(s) 45471: [Backport #9688]

```
* win32/win32.c (rb_w32_accept, open_ifs_socket, socketpair_internal):
reset inherit flag of socket to avoid unintentional inheritance of
socket. note that the return value of SetHandleInformation() is not
verified intentionally because old Windows may return an error.
[Bug #9688] [ruby-core:61754]
```

#### Revision e373773a - 06/01/2014 05:21 PM - nagachika (Tomoyuki Chikanaga)

merge revision(s) r45471: [Backport #9688]

```
* win32/win32.c (rb_w32_accept, open_ifs_socket, socketpair_internal):
reset inherit flag of socket to avoid unintentional inheritance of
socket. note that the return value of SetHandleInformation() is not
verified intentionally because old Windows may return an error.
[Bug #9688] [ruby-core:61754]
```

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/branches/ruby\_2\_1@46305 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

#### Revision 46305 - 06/01/2014 05:21 PM - nagachika (Tomoyuki Chikanaga)

merge revision(s) r45471: [Backport #9688]

```
* win32/win32.c (rb_w32_accept, open_ifs_socket, socketpair_internal):
reset inherit flag of socket to avoid unintentional inheritance of
socket. note that the return value of SetHandleInformation() is not
verified intentionally because old Windows may return an error.
[Bug #9688] [ruby-core:61754]
```

## History

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### #1 - 03/30/2014 02:38 PM - usa (Usaku NAKAMURA)

Thank you for testing my patch!

### #2 - 03/30/2014 02:43 PM - usa (Usaku NAKAMURA)

- Status changed from Open to Closed

- % Done changed from 0 to 100

Applied in changeset [r45471](#).

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### #3 - 03/30/2014 02:43 PM - usa (Usaku NAKAMURA)

- Backport changed from 2.0.0: UNKNOWN, 2.1: UNKNOWN to 2.0.0: REQUIRED, 2.1: REQUIRED

### #4 - 04/30/2014 07:38 AM - usa (Usaku NAKAMURA)

- Backport changed from 2.0.0: REQUIRED, 2.1: REQUIRED to 2.0.0: DONE, 2.1: REQUIRED

backported into ruby\_2\_0\_0 at r45753.

### #5 - 06/01/2014 05:21 PM - nagachika (Tomoyuki Chikanaga)

- Backport changed from 2.0.0: DONE, 2.1: REQUIRED to 2.0.0: DONE, 2.1: DONE

Backported into ruby\_2\_1 branch at r46305.