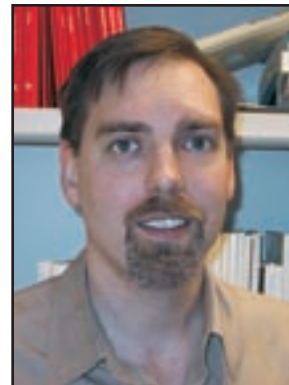


DDM Dropkick



By *Graham L. Cromar*

A Distributed data management (DDM) file provides a convenient way to access data on a remote system. However, it also has a nasty habit of hanging up on you when a long running application doesn't talk to it for a while. This can cause the application to bomb on the next chain attempt, hanging your application in escape message limbo. Depending on the application, this may happen a lot – and that is not a good thing. There are several methods to trap such errors. Here is one that works for me.

RPGIV provides a monitor block for generic error handling. By trapping the error on the chain to a DDM file, it is possible to detect when it is no longer communicating. When the ERROR-ON *FILE condition executes, the connection is refreshed by closing and then re-opening the DDM file. A loop provides the means to make several attempts before exiting in a controlled manner with a return code.

Note that you do not have to use the USROPN keyword on the file in order to explicitly open it in the program as long as a close is done first. Multiple ON-ERROR blocks are possible within a MONITOR structure but only one is required here.



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```
FDDM_FILE  if  e          k disk

D True      s          1N      inz (*on)
D False     s          1N      inz (*off)
D DDM_Success s        1N      inz (*off)
D Tries     s          2S 0
D Err       s          1        inz ('1')
D Ok        s          1        inz ('0')
```

```
/free
```

```
// Sometimes DDM drops the connection
// to a file if there is no activity.
// If so, close and re-open the file
// and retry the chain.
```

```
DDM_Success = False;
Tries = 1;
```

```
Dou Tries = 5;
Monitor;
  Chain DDM_Key DDM_FILE;
  On-Error *file;
  Close(e) DDM_FILE;
  If not %Error;
    Open DDM_FILE;
  EndIf;
  Tries = Tries +1;
  Iter;
EndMon;
DDM_Success = True;
Leave;
EndDo;
```

```
If DDM_Success = True;
  ExSr Do_Stuff;
Else;
  Return Err;
EndIf;
```

```
Return Ok;
```

```
/End-free
```

