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## sshfs auto reconnect

Scenario: using SSHFS mounts from laptop to a central server, the SSHFS mount is broken after a longer disconnect (e.g. during suspend), causing the underlying SSH connection to time out.

Use -o reconnect, Server AliveInterval = 15, Server AliveCount Max = 3

The combination ServerAliveInterval=15,ServerAliveCountMax=3 causes the I/O errors to pop out after one minute of network outage. This is important but largely undocumented. If ServerAliveInterval option is left at default (without the alive check), processes which experience I/O hang seem to sleep indefinitely, even after the sshfs gets reconnected.

In other words what happens on -o reconnect without assigning ServerAliveInterval is that any I/O will either succeed, or hang the application indefinitely if the ssh reconnects underneath. A typical application becomes entirely hung as a result. If you'd wish to allow I/O to return an error and resume the application, you need ServerAliveInterval=1 or greater.

The ServerAliveCountMax=3 is the default anyway, but I like to specify it for readability.

fstab entry example for laptop, automount after network available:

nuc:/ /media/kodi fuse.sshfs
reconnect,ServerAliveInterval=15,ServerAliveCountMax=3,auto,users,\_netdev,xsystemd.after=network-online.target 0 0

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Last update: 2023/05/29 11:55

