

Package ‘pingr’

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Title Check if a Remote Computer is Up

Version 1.1.2

Description Check if a remote computer is up. It can either just call the system ping command, or check a specified TCP port.

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LazyData true

URL <https://github.com/gaborcsardi/pingr>

BugReports <https://github.com/gaborcsardi/pingr/issues>

Suggests testthat

RoxygenNote 6.0.1

Encoding UTF-8

NeedsCompilation yes

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pingr-package	<i>Check if a remote computer is up</i>
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Description

Check if a remote computer is up

is_online	<i>Is the computer online?</i>
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Description

Ping some name servers that are always (well, almost) up. If these are unreachable, then you are most probably not online.

Usage

```
is_online(timeout = 0.2)
```

Arguments

timeout	Timeout for the pings.
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Value

Possible values:

- TRUE Yes, online.
- FALSE No, not online.
- "nodns" We re online, but without a DNS service.

ping	<i>Ping a remote server, to see if it is alive</i>
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Description

This is the classic ping, using ICMP packages. Only the system administrator can send ICMP packages, so we call out to the system's ping utility.

Usage

```
ping(destination, continuous = FALSE, verbose = continuous, count = 3L,
      timeout = 1)
```

Arguments

destination	Host name or IP address.
continuous	Logical, whether to keep pinging until the user interrupts.
verbose	Whether to print progress on the screen while pinging.
count	Number of pings to perform.
timeout	Timeout for a ping response.

Value

Vector of response times. NA means no response, in seconds. Currently NAs are always at the end of the vector, and not in their correct position.

ping_port	<i>Check if a port of a server is active, measure response time</i>
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Description

Check if a port of a server is active, measure response time

Usage

```
ping_port(destination, port = 80L, continuous = FALSE,
          verbose = continuous, count = 3L, timeout = 1)
```

Arguments

destination	Host name or IP address.
port	Port.
continuous	Logical, whether to keep pinging until the user interrupts.
verbose	Whether to print progress on the screen while pinging.
count	Number of pings to perform.
timeout	Timeout, in seconds. How long to wait for a ping to succeed.

Value

Vector of response times. NA means no response

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