
Subject: Lost socket error (and how to get it)

Posted by [koldo](#) on Tue, 02 Jul 2013 08:47:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello all

When calling `TcpSocket::Connect()` the error code is lost. Take a look to actual function and comments:

```
bool TcpSocket::RawConnect(addrinfo *arp)
{
    if(!arp) {
        SetSockError("connect", -1, "not found");
        return false;
    }
    for(int pass = 0; pass < 2; pass++) {
        addrinfo *rp = arp;
        while(rp) {
            if(rp->ai_family == AF_INET == !pass && // Try to connect IPv4 in the first pass
               Open(rp->ai_family, rp->ai_socktype, rp->ai_protocol)) {
                if(connect(socket, rp->ai_addr, (int)rp->ai_addrlen) == 0 ||
                   GetErrorCode() == SOCKERR(EINPROGRESS) || GetErrorCode() ==
SOCKERR(EWOULDBLOCK)
                ) {
                    mode = CONNECT;
                    return true;
                }
                Close(); // Error is cleaned
            }
            rp = rp->ai_next;
        }
    }
    SetSockError("connect", -1, "failed"); // Here is not reported
    return false;
}
```

A possible solution to get the error could be:

- int errorCode
 - errorCode = GetErrorCode() just before Close()
 - Including `TcpSocketErrorDesc(errorCode)` in `SetSockError()`;
-