
Subject: Re: Lost socket error (and how to get it)
Posted by [nneilson](#) on Tue, 02 Jul 2013 17:43:40 GMT
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This is my client code:

```
#ifndef _ConnSock_ConnSock_h_  
#define _ConnSock_ConnSock_h_  
  
#include <Core/Core.h>  
  
using namespace Upp;  
  
String snd(String r, int a){  
    TcpSocket s;  
    if(!s.Connect("127.0.0.1", 11811)) {  
        return "x";  
    }  
  
    s.Put(r + "\n\0");  
    if(a==1){  
        String st = s.GetLine();  
        return st;  
    }  
    return "y";  
}  
#endif
```

As far as any error in connecting:

```
if(!s.Connect("127.0.0.1", 11811)) {  
    return "x";  
}
```