Subject: non-blocking socket.Write("test string") crash on linux [BUG?]
Posted by fudadmin on Mon, 20 Aug 2007 18:45:03 GMT
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I haven't dived deep into sockets but just trying to help lectus on the other thread found that with non-blocking
socket.Write("test string");
crashes my program at /Web/socket.cpp ~line 290

```
int Socket::Data::Write(const void *buf, int amount)
{
 RLOG("Socket::Data::Write: stil alive. amount= " << socket); //aris002
 int res = send(socket, (const char *)buf, amount, 0);  //DIES HERE!!!
 RLOG("Socket::Data::Write: DEAD alive???. amount= " << amount); //aris002
 if(res == 0 || res < 0 && GetLastError() != IS_BLOCKED)
  SetSockError("send");
 return res;
}
```

Is this a bug in upp or in my knowledge?