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Subject: Re: Segfaults with One container?

Posted by [mirek](#) on Thu, 24 Sep 2009 07:43:51 GMT

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phirox wrote on Wed, 23 September 2009 03:22 Thank you for your fast response, and as always it was right on. I think I have stared to long at the problem to notice it myself

For future references the solution for me was to add the following code:

```
s.Init();  
One<Socket::Data> data = new Socket::Data;  
s.Attach(data);
```

The reason for all of this; under \*nix when you fork() or reload your own or other program with exec() all sockets are inherited. So for example by just adding data->socket = 3; in the above example you can continue working on it without interruption. Maybe an idea to add this feature as a function OldSocket/OpenedSocket besides the existing ClientSocket and ServerSocket?

I am not quite happy about this; I think Socket::Data should in fact be private. I guess Socket::Attach(SOCKET) would solve the problem, right?