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Subject: Re: Segfaults with One container?

Posted by [phirox](#) on Thu, 24 Sep 2009 08:22:03 GMT

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luzr wrote on Thu, 24 September 2009 09:43I 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?

Such a function would be great, but would need one addition. Socket settings such as linger/blocking/delay will not be saved in the class specific variables, even though they will remain effective on the socket itself. I can find only one that is really used; to determine if to peek or directly read. So the function should at least be Socket::Attach(SOCKET, is\_blocking)

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