
Subject: Socket::IsOpen BUG/FIX (?)

Posted by [kohait00](#) on Wed, 20 Jan 2010 06:57:36 GMT

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hi there

in socket.h:73
class Socket

```
bool IsOpen() const { return !!data; }
```

is maybe wrong, since the Data class provides an IsOpen(), to which it should map, right?

so maybe like this:

```
bool IsOpen() const { return (data)?(data->IsOpen()):(false); }
```

or

```
bool IsOpen() const { return data && data->IsOpen(); }
```

or do i miss something??
