## Subject: Bug with socket
Posted by nlneilson on Sun, 13 Mar 2011 10:51:24 GMT

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App hangs, endless loop, CPU near 100% on one core.
This is only when the server is unavailable.
win32-3274

This can be duplicated with: C:\upp\reference\SocketClient
 Socket s;
 if(!ClientSocket(s, "127.0.0.1", 5024)) {

This is when compiled with Win XP with MSC9, 10 or Mingw
It runs OK in Win.

When running the app in Ubuntu 10.10 with Wine is when it hangs.

It took me more than 8 hours to track it down, much of that time
was spent looking for errors in my code.

Finally I was able to find that older versions of Upp worked OK.
Copying socket.cpp and socket.h from the older versions into the
latest (3274) worked also.

Checked to see where the problem started:
3226 and earlier OK
3233 and later it just hangs at, "if(!ClientSocket(s ...".
try/catch will not work either.

Neil