Subject: Re: Bug with socket
Posted by nlneilson on Tue, 15 Mar 2011 09:28:25 GMT
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Thanks Ion but that would be more complicated than necessary.
It's basically just the code in C:\upp\reference\SocketClient\SocketClient.cpp
which hangs the same with a Win .exe run in Linux with Wine.

```
String snd(String r, int a){
 Socket s;
 if(!ClientSocket(s, "127.0.0.1", 5024)) {
    return "x";
 }
 if(IO) s.Write(r + "\n");
 if(a==1 && IO){
    String st = s.ReadUntil('\n');
    return st;
 }
 return "y";
}
```

The code where the app hangs is:
if(!ClientSocket(..
when the server socket is not available, has not been opened, has been closed or whatever, it
hangs.

Using socket.cpp and socket.h from 3226 or earlier fixes my problem.
I pointed this problem out in case someone else runs into it or if it needs to be fixed.

Neil