Subject: Re: Bug with socket
Posted by nlneilson on Sat, 19 Mar 2011 02:18:35 GMT

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Hi Mirek

The app is multithreaded.
I have several Upp apps with the same socket setup.
They are all good with the 3226 or earlier socket.cpp and socket.h

I just tried with 3280.

Same error on one machine and OK on another with the same version/updates for Ubuntu 10.10
and Wine 1.2.2.

Attached are 3 files
3226 has no problems
3274 hangs on both computers
3280 OK on one hangs on another.

These apps start by sending config data, no other app is required.

As mentioned this can be duplicated, same hang, with
C:\upp\reference\SocketClient\SocketClient.cpp

Also I will mention again the hang is when running the .exe on Linux with Wine.

The change appears to be about the time IPv6 support was being added.

edit: One difference I noticed was 3233 through 3274 created a .buglog, 3280 does not.

Neil

File Attachments
```
1) TrackReplay3226.exe, downloaded 504 times
2) TrackReplay3274.exe, downloaded 508 times
3) TrackReplay3280.exe, downloaded 492 times
4) TrackReplay.2011-03-14-15-07-43.buglog, downloaded 483
times
```