
Subject: SSL server crash

Posted by [Zbych](#) on Thu, 08 Sep 2011 14:33:20 GMT

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Hi,

I have a problem with a simple SSL server on linux. After connecting a few clients (for example 5), I start killing them one by one. Server should just close connections, but it crashes inside SetSockError:

```
void Socket::SetSockError(SOCKET socket, const char *context, int code, const char *errdesc)
{
    String err;
    errorcode = code;
    if(socket != INVALID_SOCKET)
        err << "socket(" << (int)socket << ") / ";
    err << context << ": " << errdesc;
    errordesc = err; //<----- crash
    is_error = true;
    SetErrorText(err);
}
```

The question is what I am doing wrong? Maybe I shouldn't use vector in two different threads without protection?

File Attachments

1) [SockVect.cpp](#), downloaded 472 times
