

---

Subject: Re: SSL server crash

Posted by [mirek](#) on Thu, 08 Sep 2011 18:42:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Zbych wrote on Thu, 08 September 2011 10:33Hi,

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?

Not sure if that is the cause, but you definitely should NOT do client.Add in one thread and client.Remove in another, you need mutex serialization for that...

Mirek

---