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Subject: TcpSocket in Array

Posted by [Zbych](#) on Thu, 06 Sep 2012 13:41:09 GMT

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Hi,

In my application I would like to keep all open sockets in an Array. The problem is that when I add (or maybe I should say 'move') TcpSocket to Array and TcpSocket gets out of scope, program crashes. Destructor tries to call ssl->Close() and ssl pointer has value 1.

```
CONSOLE_APP_MAIN
```

```
{  
    Array<TcpSocket> a;
```

```
{  
    TcpSocket s;  
    a.Add(s);  
} //<----- crash
```

```
//rest of code that uses TcpSockets collected in Array  
}
```

The question is how should I add TcpSockets to Array to avoid this error?

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