
Subject: Re: TcpSocket in Array
Posted by [omari](#) on Thu, 06 Sep 2012 17:11:25 GMT
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```
CONSOLE_APP_MAIN
{
    Array<TcpSocket> a;

    {
        TcpSocket s;

        if(..)
            a.Add() = s;

    }

}
```

Note: the destructor TCPSocket can cause problems.

if this is the case, I recomande the first solution:

```
CONSOLE_APP_MAIN
{
    Array<TcpSocket> a;

    {
        TcpSocket& s = a.Add();

        if (! ..)
            a.Remove(a.GetCount()-1);

    }

}
```