
Subject: Socket client out of buffer error and reusing sockets

Posted by [koldo](#) on Tue, 02 Jul 2013 09:03:47 GMT

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Hello all

I am a completely newbie in sockets.

When doing a client based in SocketClient demo and running it in a for() loop a WSAENOBUFFS is get:

```
String Request(const String& r)
{
    TcpSocket s;
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    s.Put(r + '\n');
    return s.GetLine();
}
```

```
CONSOLE_APP_MAIN
{
    for (int i = 0; i < 50000; ++i)
        Cout() << Request("time") << '\n';
}
```

However if TcpSocket is reused, the program runs perfectly:

```
String Request(TcpSocket &s, const String& r) // Added TcpSocket &s
{
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    s.Put(r + '\n');
    return s.GetLine();
}
```

```
CONSOLE_APP_MAIN
{
    TcpSocket s;    // Added TcpSocket s;
    for (int i = 0; i < 50000; ++i)
        Cout() << Request(s, "time") << '\n'; // Added s
}
```

Is the conclusion that TcpSocket has to be reused, or TcpSocket is not properly destructed, or maybe both?
