Subject: [SOLVED] TcpSocket Connect error
Posted by steffen on Tue, 11 Mar 2014 11:35:57 GMT
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Hi,

Newest uppsrc revision 7033.

Here on my Ubuntu 12.04 workstation I see a problem with TcpSocket.Connect, it always returns true, even if no server is listening at the other end:

```
TcpSocket client_socket;
client_socket.Timeout(5000);
if (client_socket.Connect("127.0.0.1", 12345)) // Connect to non existing server
{
 LOG("ERROR, Connect returned true");
}
else
{
 LOG("Correct, The connection could not be established");
}
```

The doc mentions the operation is blocking, but it is not. It does not say anything about the return value, I just assume it would be true on success.

It works if I comment the O_NONBLOCK from Socket.cpp->TcpSocket::SetupSocket(), like this:
`if(fcntl(socket, F_SETFL, (fcntl(socket, F_GETFL, 0)/* | O_NONBLOCK*/))) {`
I discovered this while trying to connect to a slow server and the not so reader friendly TcpSocket::RawConnect function passed on the SOCKERR(EINPROGRESS) check. No matter if a connection was established or not.

I don't have the in depth knowledge on the upp code base, to say if removing the O_NONBLOCK will cause undesired problems in other places.