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Subject: Re: TcpSocket Connect error

Posted by [mirek](#) on Wed, 12 Mar 2014 18:07:20 GMT

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Well, this variant of Connect actually returns 'true' if host name was resolved, false if not.

It should be possible to make things blocking using WaitWrite after Connect, then error can be checked (Wait actually calls select).

In fact, I guess Connect should be changed to the call itself.

Mirek

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