
Subject: Re: TcpSocket Connect error

Posted by [steffen](#) on Thu, 13 Mar 2014 07:43:42 GMT

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Here is a patched version of RawConnect, I have NOT tried it with IPv6:

```
bool TcpSocket::RawConnect(addrinfo *arp)
{
    if(!arp) {
        SetSockError("connect", -1, "not found");
        return false;
    }
    String err;
    for(int pass = 0; pass < 2; pass++) {
        addrinfo *rp = arp;
        while(rp)
        {
            if(rp->ai_family == AF_INET == !pass) // Try to connect IPv4 in the first pass
            {
                if (Open(rp->ai_family, rp->ai_socktype, rp->ai_protocol))
                {
                    int r = connect(socket, rp->ai_addr, (int)rp->ai_addrlen);
                    if(r != 0)
                    {
                        if (WaitWrite())
                        {
                            int optval = 0;
                            socklen_t optlen = sizeof(optval);
                            if (getsockopt(GetSOCKET(), SOL_SOCKET, SO_ERROR, (char*)&optval, &optlen) == 0)
                            {
                                if (optval == 0)
                                    r = 0;
                                else
                                {
                                    if(err.GetCount())
                                        err << '\n';
                                    err << TcpSocketErrorDesc(optval);
                                }
                            }
                        }
                    }
                }
            }
            rp = rp->ai_next;
        }
        if (r == 0)
        {
            mode = CONNECT;
            return true;
        }
        if(err.GetCount())
            err << '\n';
    }
}
```

```
    err << TcpSocketErrorDesc(GetErrorCode());  
    Close();  
}  
}  
rp = rp->ai_next;  
}  
}  
SetSockError("connect", -1, Nvl(err, "failed"));  
return false;  
}
```

And the output from my connect test is:

Quote:Test1 Connecting

SUCCESS: No Connection to non existing server.

Test2 Connecting

SUCCESS: No Connection to non existing server.

Regards,
Steffen
