
Subject: Re: TcpSocket Connect error

Posted by [steffen](#) on Mon, 24 Mar 2014 07:22:09 GMT

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Hi Mirek,

Thank you for the answer. I thought it might be complicated and I understand you concerns. I have another suggestion then, that wont break anything:

Could you add a function that can be called prior to Connect, where one can determine if the socket should be blocking or not?

Storing a member variable containing either O_BLOCK or O_NONBLOCK and then use this variable in the SetupSocket function.

```
bool TcpSocket::SetupSocket()
{
#ifdef PLATFORM_WIN32
    connection_start = msecs();
    u_long arg = 1;
    if(ioctlsocket(socket, FIONBIO, &arg)) {
        SetSockError("ioctlsocket(FIO[N]BIO)");
        return false;
    }
#else
#ifdef PLATFORM_BSD
    connection_start = msecs();
#endif
    if(fcntl(socket, F_SETFL, (fcntl(socket, F_GETFL, 0) | O_NONBLOCK))) {
        SetSockError("fcntl(O_[NON]BLOCK)");
        return false;
    }
#endif
    return true;
}
```

Would be something like this:

```
bool TcpSocket::SetupSocket()
{
#ifdef PLATFORM_WIN32
    connection_start = msecs();
    u_long arg = 1;
    if(ioctlsocket(socket, mBlockingMode, &arg)) {
        SetSockError("ioctlsocket(FIO[N]BIO)");
        return false;
    }
#else
#ifdef PLATFORM_BSD
    connection_start = msecs();
#endif
#endif
}
```

```
if(fcntl(socket, F_SETFL, (fcntl(socket, F_GETFL, 0) | mBlockingMode))) {  
    SetSockError("fcntl(O_[NON]BLOCK)");  
    return false;  
}  
#endif  
return true;  
}
```

As I wrote earlier, commenting out the O_NONBLOCK part also gives correct result.

Regards,
Steffen
