
Subject: [BUG]TcpSocket::Connect return always true

Posted by [omari](#) on Fri, 04 May 2018 09:57:18 GMT

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Test case :

```
void TestTcpSocketConnect()
{
    TcpSocket soc;
    int port;
    if(soc.Connect("1.2.3.4", port)) // any ip and any port
    {
        ASSERT(false);
    }
}
```

Win7, MINGW/MINGWx64/MSBT17/MSBT17x64
