Subject: [BUG]TcpSocket::Connect return always true
Posted by omari on Fri, 04 May 2018 09:57:18 GMT
View Forum Message <> Reply to Message

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