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

Posted by [mirek](#) on Tue, 08 May 2018 13:42:25 GMT

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omari wrote on Fri, 04 May 2018 11:57Test 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

If you read U++ docs, it says:

"Returns true when connection process is successfully started."

It is the nature of tcp/ip - things are async to some degree, so failure of connection can be reported as late as reading / writing.

Mirek
