Subject: Re: Program didn't exit in Task Manager after click [X]
Posted by peterh on Sat, 07 Nov 2020 13:03:39 GMT
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I have tracked down this by singlestep to some degree:

Core, Socket.cpp
Comments starting "//!!!" are by me.

```
bool TcpSocket::Accept(TcpSocket& ls)
{
 Close();
 Init();
 Reset();
 ASSERT(ls.IsOpen());
 int et = GetEndTime();
 for(;;) {
  int h = ls.GetTimeout();
  bool b = ls.Timeout(timeout).Wait(WAIT_READ, et);
  ls.Timeout(h); //!!! If I step into this thread is switched, the window appears and I am unable to
step further
  if(!b) // timeout
   return false;
  socket = accept(ls.GetSOCKET(), NULL, NULL);
  if(socket != INVALID_SOCKET)
   break;
  if(!WouldBlock() && GetErrorCode() != SOCKERR(EINTR)) { // In prefork condition, Wait is not
enough, as other process can accept
   SetSockError("accept");
   return false;
  }
 }
 mode = ACCEPT;
 return SetupSocket();
}
```

Im unable to singlestep this somewhere inside this code there happens a threadswitch and the
window appears.
This blocks the thread. The problem could be here.
I admit, I dont understand it fully have no clue about Networking code. :blush:

So far I found, timeout in the socket is set to zero or negative - maybe uninitialized - , this means
infinite timeout or blocking, so this is a problem in the user code.
I am not sure about it.