
Subject: Re: Program didn't exit in Task Manager after click [X]

Posted by [peterh](#) on Sat, 07 Nov 2020 19:25:35 GMT

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While debugging I find something suspicious in Core Socket.cpp at line 287 in the constructor of TcpSocket:

```
TcpSocket::TcpSocket()
{
    ClearError();
    Reset();
    timeout = global_timeout = start_time = Null; //<---- Confusion about NULL and Null?
    waitstep = 10;
    asn1 = false;
}
```

"Null" is the special "Null" of upp and evaluates to 0x8000 0000 here.

If "(int) Null" is propagated to signed 64 bit it gives 0xffff ffff 8000 0000, if "NULL" is propagated it gives 0x0000 0000 0000 0000.

(int) Null / 10000000 will NOT give zero microseconds. There are wrong timeout calculations in this program, and possibly in Upp source.

This is very dangerous, probably you must turn on warnings about unintended implicate int int64 conversions for compilation.

This leads to different behaviour (which I have observed) , when the program is compiled to 32 or 64 bit and I believe there is a bit of confusion about NULL and Null.

However fixing this, improves, but does not fix the current problem.
