
Subject: Re: TcpSocket receiving ghost data
Posted by [Oblivion](#) on Sat, 12 Jun 2021 18:03:30 GMT
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Hello Xemuth,

Quote:

So here is my question, how to know when the distant socket have been closed ? I have trying many things but
either it's me who cuts the connection (probably because of a timeout or erro during WaitRead())
either I don't detect the FIN from the server side and dont react so my connection never reset

Hard to say without knowing the transactions between S/C but I suspect that remote server may have enabled SO_LINGER.

Otherwise, AFAIK, IsEof() or IsError() should return true, depending on the server.

See: <https://man7.org/linux/man-pages/man7/socket.7.html>

SO_LINGER

Sets or gets the SO_LINGER option. The argument is a linger structure.

```
struct linger {  
    int l_onoff; /* linger active */  
    int l_linger; /* how many seconds to linger for */  
};
```

When enabled, a close(2) or shutdown(2) will not return until all queued messages for the socket have been successfully sent or the linger timeout has been reached. Otherwise, the call returns immediately and the closing is done in the background. When the socket is closed as part of exit(2), it always lingers in the background.

In general, the "polite" way in networking is to let the client close its connection to the server (after it is done with transactions.). But this is more a recommendation not a strict rule.

Best regards,
Oblivion
