Subject: [BUG]TcpSocket::Connect return always true
Posted by omari on Fri, 04 May 2018 09:57:18 GMT
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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

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