Subject: non-blocking socket.Write("test string") crash on linux [BUG?]
Posted by fudadmin on Mon, 20 Aug 2007 18:45:03 GMT
View Forum Message <> Reply to Message

I haven't dived deep into sockets but just trying to help lectus on the other thread found that with non-blocking
socket.Write("test string");
crashes my program at /Web/socket.cpp ~line 290

```
int Socket::Data::Write(const void *buf, int amount)
{
 RLOG("Socket::Data::Write: stil alive. amount= " << socket); //aris002
 int res = send(socket, (const char *)buf, amount, 0);  //DIES HERE!!!
 RLOG("Socket::Data::Write: DEAD alive???. amount= " << amount); //aris002
 if(res == 0 || res < 0 && GetLastError() != IS_BLOCKED)
  SetSockError("send");
 return res;
}
```

Is this a bug in upp or in my knowledge?

Subject: Re: non-blocking socket.Write("test string") crash on linux [BUG?]
Posted by fudadmin on Mon, 20 Aug 2007 19:38:12 GMT
View Forum Message <> Reply to Message

test case:

File Attachments
1) P2PSocket.tar.gz, downloaded 553 times

Subject: Re: non-blocking socket.Write("test string") crash on linux [BUG?]
Posted by rylek on Tue, 21 Aug 2007 17:42:52 GMT
View Forum Message <> Reply to Message

Hello!

I've just looked at your P2PSocket example. I haven't yet checked if it really does crash under Linux, but I am not sure how the example is supposed to work. As 'sock' is a ServerSocket, what use is writing anything to it? I have always thought the only use of server sockets is to receive client conversations (via Accept); after Accepting a client socket you can read / write it as necessary, but I believe directly writing / reading a listening socket is a misuse of the socket protocol as such (and quite likely to crash a system which doesn't check the socket state in advance). We could put a flag there to mark the socket state and perhaps ASSERT that the socket being read / written is a ClientSocket or an Accepted socket. Or have I missed something

important?

Regards

Tomas

Subject: Re: non-blocking socket.Write("test string") crash on linux [BUG?]
Posted by nixnixnix on Tue, 02 Sep 2008 20:48:21 GMT
View Forum Message <> Reply to Message

Is there an example please for how all this is meant to work? I notice that P2Psocket is very incomplete. A simple example showing a client and a server exchanging text strings after the user types something in the client app and presses "send" would be great.

If I figure it out in the meantime I'll post it myself.

Nick

EDIT: No worries, I found \Web\TServ\tserv.cpp - everything a person needs to know about writing a simple socket set is there

---