
Subject: Bug with socket

Posted by [nlneilson](#) on Sun, 13 Mar 2011 10:51:24 GMT

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App hangs, endless loop, CPU near 100% on one core.

This is only when the server is unavailable.

win32-3274

This can be duplicated with: C:\upp\reference\SocketClient

Socket s;

if(!ClientSocket(s, "127.0.0.1", 5024)) {

This is when compiled with Win XP with MSC9, 10 or Mingw

It runs OK in Win.

When running the app in Ubuntu 10.10 with Wine is when it hangs.

It took me more than 8 hours to track it down, much of that time
was spent looking for errors in my code.

Finally I was able to find that older versions of Upp worked OK.

Copying socket.cpp and socket.h from the older versions into the
latest (3274) worked also.

Checked to see where the problem started:

3226 and earlier OK

3233 and later it just hangs at, "if(!ClientSocket(s ...").
try/catch will not work either.

Neil

Subject: Re: Bug with socket

Posted by [nlneilson](#) on Mon, 14 Mar 2011 21:55:53 GMT

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I just installed upp in Ubuntu 10.10 to check this.

When compiled there the socket code does not hang.

Apparently it's just a problem with a Win .exe run with Wine in Ubuntu. I don't have any other
Linux version to try with.

Subject: Re: Bug with socket

Posted by [tojocky](#) on Tue, 15 Mar 2011 06:51:50 GMT

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nlneilson wrote on Sun, 13 March 2011 12:51App hangs, endless loop, CPU near 100% on one core.

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try/catch will not work either.

Neil

What about to try ZeroMQ library?

If you have the sourcecode I can convert it.

Best regards, Ion.

Subject: Re: Bug with socket

Posted by [nlneilson](#) on Tue, 15 Mar 2011 09:28:25 GMT

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Thanks Ion but that would be more complicated than necessary.

It's basically just the code in C:\upp\reference\SocketClient\SocketClient.cpp
which hangs the same with a Win .exe run in Linux with Wine.

```
String snd(String r, int a){  
    Socket s;
```

```
if(!ClientSocket(s, "127.0.0.1", 5024)) {
    return "x";
}
if(IO) s.Write(r + "\n");
if(a==1 && IO){
    String st = s.ReadUntil('\n');
    return st;
}
return "y";
}
```

The code where the app hangs is:

```
if(!ClientSocket(..
```

when the server socket is not available, has not been opened, has been closed or whatever, it hangs.

Using socket.cpp and socket.h from 3226 or earlier fixes my problem.

I pointed this problem out in case someone else runs into it or if it needs to be fixed.

Neil

Subject: Re: Bug with socket

Posted by [tojocky](#) on Thu, 17 Mar 2011 08:21:07 GMT

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nlneilson wrote on Tue, 15 March 2011 11:28Thanks Ion but that would be more complicated than necessary.

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```
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Neil

can you test "ZMQ_HelloWorld_Srv" and "ZMQ_HelloWorld_Cln" from bazaar?
I tried to test "ZMQ_HelloWorld_Cln" with "SocketServer" but it seems to be incompatible.

Subject: Re: Bug with socket

Posted by [mirek](#) on Fri, 18 Mar 2011 18:39:49 GMT

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nlneilson wrote on Sun, 13 March 2011 06:51App hangs, endless loop, CPU near 100% on one core.

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try/catch will not work either.

Neil

Is the application single threaded or multithreaded?

Mirek

Subject: Re: Bug with socket

Posted by [mirek](#) on Fri, 18 Mar 2011 19:30:33 GMT

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Well, I have found some bug in error handling, but I do not think it can cause this issue. However, please check...

Subject: Re: Bug with socket

Posted by [nlneilson](#) on Sat, 19 Mar 2011 02:18:35 GMT

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Hi Mirek

The app is multithreaded.

I have several Upp apps with the same socket setup.

They are all good with the 3226 or earlier socket.cpp and socket.h

I just tried with 3280.

Same error on one machine and OK on another with the same version/updates for Ubuntu 10.10 and Wine 1.2.2.

Attached are 3 files

3226 has no problems

3274 hangs on both computers

3280 OK on one hangs on another.

These apps start by sending config data, no other app is required.

As mentioned this can be duplicated, same hang, with

C:\upp\reference\SocketClient\SocketClient.cpp

Also I will mention again the hang is when running the .exe on Linux with Wine.

The change appears to be about the time IPv6 support was being added.

edit: One difference I noticed was 3233 through 3274 created a .buglog, 3280 does not.

Neil

File Attachments

- 1) [TrackReplay3226.exe](#), downloaded 503 times
- 2) [TrackReplay3274.exe](#), downloaded 507 times
- 3) [TrackReplay3280.exe](#), downloaded 491 times
- 4) [TrackReplay.2011-03-14-15-07-43.buglog](#), downloaded 482 times

Subject: Re: Bug with socket

Posted by [nIneilson](#) on Sat, 19 Mar 2011 02:32:31 GMT

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tojocky wrote on Thu, 17 March 2011 09:21 can you test "ZMQ_HelloWorld_Srv" and "ZMQ_HelloWorld_Cln" from bazaar?

I tried to test "ZMQ_HelloWorld_Cln" with "SocketServer" but it seems to be incompatible.

I will try.

Have you tried with 3226 or earlier?

edit: How do you get to "bazaar" in thelde??

I copied the three ZMQ folders from bazaar to examples.

Both the _Srv and _Cln have multiple errors:

ZMQ.lib(dist.obj) : error LNK2001: unresolved external symbol __imp__zmq_msg_close

Have I missed linking something?

Neil

Subject: Re: Bug with socket

Posted by [mirek](#) on Sat, 19 Mar 2011 10:15:09 GMT

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Could you please define "hang"?

Does it stop with some kind of runtime error, or never leaves ClientSocket?

Subject: Re: Bug with socket

Posted by [mirek](#) on Sat, 19 Mar 2011 11:44:01 GMT

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BTW, in buglog there is:

PANIC: Missing font Times New Roman

which means you do not have Times New Roman installed on that wine. U++ cannot continue without 3 basic fonts..

Subject: Re: Bug with socket

Posted by [mirek](#) on Sat, 19 Mar 2011 13:50:54 GMT

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I believe the issue should be resolved, it was a combination of bug in Wine and in U++. After fixing U++, wine bug is still there, but it does not hang anymore.

Please check.

Subject: Re: Bug with socket

Posted by [nlneilson](#) on Sat, 19 Mar 2011 22:05:11 GMT

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Hi Mirek

What I meant by "hang" was the app would stop at this line"

```
if(!ClientSocket(s, "127.0.0.1", 5024)) {
```

I put an Exclamation("... before and after that line, the one after that line never displayed.

On a dual core one core would have CPU 98~102

On a single core it would lock up and only pushing the power button to turn the computer off, nothing else would work.

I did notice "PANIC: Missing font Times New Roman"

I spent a couple hours on the single core computer to install the MS fonts.

That probably explains why an .exe made with upp 3280 worked on that computer and not the dual core. I will not do that on the dual core since that would mean another user would have to do the same thing.

If I use the socket.cpp and socket.h from 3226 or earlier the apps .exe can be run on Win and also Linux with Wine without problems.

I will see how things go with the next update when it is released after 3280. If there are problems I can always replace the socket.cpp and socket.h from 3226 or earlier, unless that procedure gets broken.

Neil

Subject: Re: Bug with socket

Posted by [mirek](#) on Sat, 19 Mar 2011 22:50:52 GMT

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nlneilson wrote on Sat, 19 March 2011 18:05Hi Mirek

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Linux with Wine without problems.

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I can always replace the socket.cpp and socket.h from 3226 or earlier, unless that procedure gets
broken.

Neil

Sorry to ask, but from this long reply I cannot decode whether the issue is fixed...

Well, the font is one issue - but U++ needs at least 3 basic fonts and Times New Roman is
standard font in Win32. So I guess this is not our fault.

Anyway, regarding Socket hang ups, does it work now?

Subject: Re: Bug with socket
Posted by [nlneilson](#) on Sat, 19 Mar 2011 23:13:34 GMT
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No, it does not work with 3233 through 3280.

Replacing socket.cpp and socket.h from 3226 or earlier is a hack that can be used.

If there is something specific added to support IPv6 that calls for a MS font rather than the fonts
installed by default in Ubuntu/Wine may be the problem.

Upp 3226 and earlier DOES work OK.

Subject: Re: Bug with socket
Posted by [mirek](#) on Sun, 20 Mar 2011 06:50:23 GMT
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Well, but fix is in 3286...

Mirek

Subject: Re: Bug with socket

Posted by [nlneilson](#) on Sun, 20 Mar 2011 07:16:22 GMT

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Hi Mirek

Upp 3290 works great, no hang or lockup of computer.

THANKS!

Neil

Subject: Re: Bug with socket

Posted by [tojocky](#) on Sun, 20 Mar 2011 09:50:55 GMT

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mirek wrote on Sun, 20 March 2011 08:50Well, but fix is in 3286...

Mirek

Hello Mirek, the socket works only in single thread? What is the limitation?

Subject: Re: Bug with socket

Posted by [mirek](#) on Sat, 16 Apr 2011 19:26:40 GMT

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tojocky wrote on Sun, 20 March 2011 05:50mirek wrote on Sun, 20 March 2011 08:50Well, but fix is in 3286...

Mirek

Hello Mirek, the socket works only in single thread? What is the limitation?

Nope, MT is ok.

Subject: Re: Bug with socket

Posted by [tojocky](#) on Sun, 17 Apr 2011 11:40:35 GMT

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mirek wrote on Sat, 16 April 2011 22:26 tojocky wrote on Sun, 20 March 2011 05:50

Hello Mirek, the socket works only in single thread? What is the limitation?

Nope, MT is ok.

Sorry for confusing.

Subject: Re: Bug with socket

Posted by [nIneilson](#) on Tue, 19 Apr 2011 21:22:09 GMT

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MT is working OK with sockets in Win and also Ubuntu with Wine.
