Subject: TcpSocket::Connect now prefers IPv4 over IPv6
Posted by mirek on Tue, 23 Oct 2012 13:18:23 GMT
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After encountering the first site with IPv6 support, which did not go that well (I suspect network issues), I have for now changes Tcp::Connect to prefer IPv4 connection when available

```
bool TcpSocket::RawConnect(addrinfo *arp)
{
 if(!arp) {
  SetSockError("connect", -1, "not found");
  return false;
 }
 for(int pass = 0; pass < 2; pass++) {
  addrinfo *rp = arp;
  while(rp) {
   if(rp->ai_family == AF_INET == !pass && // Try to connect IPv4 in the first pass
      Open(rp->ai_family, rp->ai_socktype, rp->ai_protocol)) {
    if(connect(socket, rp->ai_addr, (int)rp->ai_addrlen) == 0 ||
       GetErrorCode() == SOCKERR(EINPROGRESS) || GetErrorCode() ==
SOCKERR(EWOULDBLOCK)
    ) {
     mode = CONNECT;
     return true;
    }
    Close();
   }
   rp = rp->ai_next;
  }
    }
 SetSockError("connect", -1, "failed");
 return false;
}
```

Subject: Re: TcpSocket::Connect now prefers IPv4 over IPv6
Posted by DrinkWatah on Fri, 26 Oct 2012 23:14:41 GMT
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Which header file did you use to resolve the TcpSocket reference? Was it <Web/Web.h>?

Subject: Re: TcpSocket::Connect now prefers IPv4 over IPv6
Posted by omari on Sat, 27 Oct 2012 00:02:06 GMT

to resolve TcpSocket :

<Core/Core.h>

omari.