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Subject: i have run into a problem...

Posted by [jnz](#) on Mon, 14 Aug 2006 09:47:02 GMT

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i have run into a problem that i cannot solve:

if i ignore the error i can telnet port 3002 and send data over fine the fds will print it. so why do i get it?

```
#include "Socket.h"
#include <string>
#include <windows.h>
using namespace std;

DWORD WINAPI parse(LPVOID lpParam)
{
    SocketServer in(3002,5);
    while (1)
    {
        Socket* s=in.Accept();
        while (1)
        {
            std::string r = s->ReceiveLine();
            if (r.empty())
                break;
            Console_Output(r.c_str());
        }
    }
    return 0;
}
```

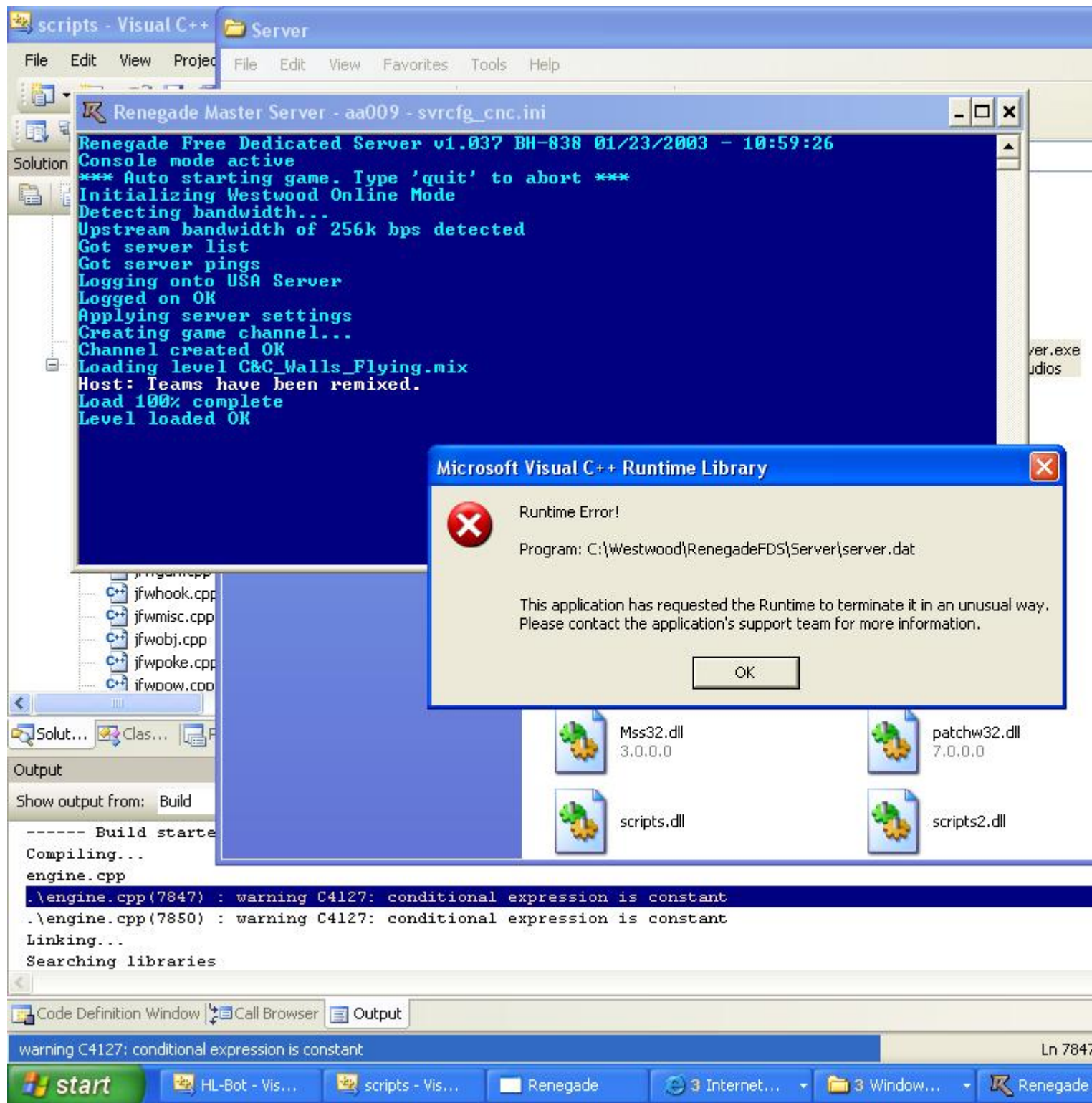
if i comment this function body out(except "return 0;") it will not error.

here is the SocketServer code: <http://www.adp-gmbh.ch/win/misc/sockets.html>

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### File Attachments

1) [problem.JPG](#), downloaded 762 times



Subject: Re: i have run into a problem...

Posted by [light](#) on Mon, 14 Aug 2006 10:01:57 GMT

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I'm more a Java person but i'll ask the stupid questions anyway.

1. Does break; break both while loops of just one? (And why do you have 2 while loops anyway? Why not this:

Quote:

```
#include "Socket.h"
#include <string>
#include <windows.h>
using namespace std;
```

```
DWORD WINAPI parse(LPVOID lpParam)
{
```

```
    SocketServer in(3002,5);
    Socket* s=in.Accept();
    std::string r = "";
    while (true)
    {
        r = s->ReceiveLine();
        if (r.empty()) {
            break;
        }
        else {
            Console_Output(r.c_str());
        }
    }
}
```

2. Would it not save resources and allocation to declare your string outside your second while loop?

3. EDIT: Wait, on reflection using return 0; inside a method that is not main() is probably your issue. Try removing it. Return 0 basically means "All went well, terminate program, but only main() should call it."

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Subject: Re: i have run into a problem...

Posted by [jnz](#) on Mon, 14 Aug 2006 11:07:54 GMT

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light wrote on Mon, 14 August 2006 11:01 I'm more a Java person but i'll ask the stupid questions anyway.

1. Does break; break both while loops of just one? (And why do it will just break the loop that it is in.

light wrote on Mon, 14 August 2006 11:01

2. Would it not save resources and allocation to declare your strong outside your second while loop?

Yes. do you mean "string" \*not sarcasticly\*

light wrote on Mon, 14 August 2006 11:01

3. EDIT: Wait, on reflection using return 0; inside a method that is not main() is probably your issue. Try removing it. Return 0 basically means "All went well, terminate program, but only main() should call it.

No, the declaration suggests that it should return a DWORD. return 0; does not mean "all went well", it means in "main" terminate program with exit code 0.

in any function, as far as i know, except a thread return 0 means that the function when finished will be equal to 0. in brief terms. this may not be all correct, but it is when i think of it.

BTW: a "DWORD" is a number (i think) i don't see why you can't just use "int"

thanks for your reply.

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Subject: Re: i have run into a problem...

Posted by [light](#) on Mon, 14 Aug 2006 23:43:01 GMT

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In that case won't your code enter an infinite loop?

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Subject: Re: i have run into a problem...

Posted by [danpaul88](#) on Mon, 14 Aug 2006 23:46:26 GMT

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Also, your code says while(l), but as far as I can see you have not initialised l... you probably need to do

```
int l = 1;
```

or something before starting the while loops (unless its defined in one of those include files)

EDIT: And yes, that code would produce an infinite loop.

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Subject: Re: i have run into a problem...

Posted by [jnz](#) on Tue, 15 Aug 2006 13:49:03 GMT

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the code doesn't say "while(l)" it says "while(1);" since it is a new thread it doesn't matter if it goes into a infinit loop because it wont halt the program. it goes into an infinite loop to recive data on port 3002.

after alot of debuggung, i have fixed it. it turns out that LoadScopes() function must be called 2 times because i put my function call just after that. when it got called the 2nd time it tryed to open port 3002 which is already open and it crashes.

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