

Re: non-blocking connect might block winsock? ??????????

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igor.rubinov@xxxxxxxx wrote:

Now, when we realise what the problem is, the question is if it's possible to find any workaround – without patching system dlls. Patching dlls seems to me not quite good solution, as my application runs on customer machines... Probably, before establishing "half-opened connection" there's a way to detect that it would happen?

If ICMP isn't blocked, you can try to ping each host first. Ping doesn't use TCP, so it doesn't count against the half-open limit. Even if ICMP is blocked in some circumstances or for some of the IPs, you can reorder the list so that any that respond to ping are placed at the top.