

WSAENOBUFFS on winsock client application

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Hello,

I've developed a C++ stream socket client/server application. The client-side is implemented using winsock 2 overlapped I/O. For each connection there is a separate thread (there is a maximum of 40 connection being handled). The normal behaviour is quite fine, no problems. But in some environment where a connection is being broken from time to time due to a bad dsl connection or something similar I get the error WSAENOBUFFS when calling WSAREcv for the first time after the following connection has been established. I'm sure that the previous connections are closed well and all pending requests are terminated, so that there should be no more resources used by the application.

What may cause this problem ?

Any help appreciated !
regards

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