

Re: Strange server socket behaviour

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework/2007-01/msg00603.html>

- *From:* "Kevin Spencer" <unclechutney@xxxxxxxxxxxxx>
 - *Date:* Fri, 26 Jan 2007 14:52:52 -0500
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I think it has to do with making a blocking call to Receive when listening asynchronously. The .Net Framework SDK says the following in the Receive documentation:

"If no data is available for reading, the Receive method will block until data is available. If you are in non-blocking mode, and there is no data available in the protocol stack buffer, the Receive method will complete immediately and throw a SocketException. You can use the Available property to determine if data is available for reading. When Available is non-zero, retry your receive operation."

In fact, I've never heard of anyone attempting to combine asynchronous and synchronous methods in the same application.

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HTH,

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The shortest distance between 2 points is a curve.

"Massimo" <barone@xxxxxxxxxx> wrote in message
news:OshAzWXQHHA.4736@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

"Kevin Spencer" <unclechutney@xxxxxxxxxxxxx> ha scritto nel messaggio
news:OFQR41TQHHA.4276@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx

The remote client will certainly close the connection if your client socket does not. Take a look at the following 2 articles on using an asynchronous server socket:

http://www.codeguru.com/csharp/csharp/cs_misc/sampleprograms/article.php/c7695/#more
http://www.codeguru.com/Csharp/Csharp/cs_network/sockets/article.php/c8781/

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The following tutorial may also be of help:

http://www.devhood.com/tutorials/tutorial_details.aspx?tutorial_id=709

I'm sorry?

What do you exactly mean?

I already have a perfectly working server that uses asynchronous sockets :-)

The problem is, when this particular device connects to it, the behaviour I described surfaces. When I connect from a .NET client program, it works flawlessly.

Why should the remote client close the connection? Its C code isn't telling him to do this, its code says "open a connection to this server on this port and keep it open". But when the server tries to Receive() from the newly accepted connection, it gets that SocketException saying the connection was closed from the remote host. It should just blocks waiting for data, shouldn't it? It does, when a .NET client connects. This is the reason I think there are some bugs in the device's TCP/IP libraries. But the device can open a connection to an Internet web server, so maybe its TCP/IP works... and there's something wrong in my server.

It's a strange problem, I agree... but I don't think a socket tutorial is what I'm in need of :-)

Massimo