

Re: Socket class, connect to an endpoint with port 21

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-02/msg01334.html>

- *From:* "Ignacio Machin \(.NET/ C# MVP \)" <machin TA laceupsolutions.com>
 - *Date:* Mon, 11 Feb 2008 08:49:53 -0500
-

Hi,

Do you know by any change if your network has a firewall?

It seems that you might have a FTP proxy server soemwhere in between.

—

Ignacio Machin

<http://www.laceupsolutions.com>

Mobile & warehouse Solutions.

"Diego Escalona" <sfdgffd@xxxxxxx> wrote in message
<news:OP6m4LLbIHA.2268@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Hello everybody,

I'm developing a FTP Client using the socket class. Here is the code I use to declare the socket:

```
Socket FTP_Socket = new Socket(AddressFamily.InterNetwork,  
SocketType.Stream, ProtocolType.Tcp);
```

I've developed other applications (not with the port 21) with sockets and to verify the connection I always use the Socket.Connected var. In this case I noticed that there was a problem because the FTP_Socket always connects (gets Connected var true) to the remote Endpoint. It doesn't mind the IP Address, it always connects if the remote Endpoint uses the port 21. In order to verify that, I've developed a little tool that makes simple socket connections and I always obtain the same results, it connects to any IP Address (they can be not real) if I use the port 21.

Here is the code I use to connect with my little tool:

```
private void connect()  
{  
try  
{
```

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```
FTP_Socket.Connect(EndP);
}
catch
{
    MessageBox.Show("Couldn't connect to the remote host " +
ip.ToString(), "Connection Error", MessageBoxButtons.OK,
    MessageBoxIcon.Error);
}
connection_finished();
}

private void connection_finished()
{
    if (this.InvokeRequired)
    {
        ConnFinishCallback d = new ConnFinishCallback(connection_finished);
        Invoke(d, new object[] { });
    }
    else
    {
        if (FTP_Socket.Connected)
        LStatus.Text = "Connected to " + ip.ToString();
        else
        LStatus.Text = "Disconnected";
    }
}
}
```

Socket.Connect(EndPoint remoteEP) is a blocking method (I run it in another Thread), if it can't make the connection it should take about 20 secs trying to connect to the endpoint and if it can make the connection it did immediatly. If it doesn't connect, a message is shown, anyway I call the connection_finished method that checks if FTP_Socket.Connected is true or false to keep on with the main program. The problem is that as I use the port 21 for the FTP Client, I always obtain the Socket.Connected true.

What is the problem with the port 21?

I've solved my problem cheking if I receive any response after the connection, but I would like to know why the Socket doesn't try to connect to any endpoint that uses the port 21 and puts the Socket.Connected var always to true.

Regards,

Diego Escalona.