

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/msg01500.html>

- *From:* "Diego Escalona" <sfdgffgd@xxxxxxx>
 - *Date:* Tue, 12 Feb 2008 13:22:21 +0100
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Thanks for your answer,

I'm not sure if I have any FTP proxy server, so I unpugged my network cables and put only one of them connecting my machine with another one. The result is the same as before, it always says it is connected with any IP Address if I use the port 21, so I did a test with all my cables unplugged using port 21 and then it couldn't connect, it seems it detects if I have my network cables unplugged to make the connection, but the problem is still there if I have any network cable connected..

Any other idea?

Regards,

Diego Escalona

"Ignacio Machin (.NET/ C# MVP)" <machin TA laceupsolutions.com> wrote in message news:eiLJ8TLbIHA.1208@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

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

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Mobile & warehouse Solutions.

"Diego Escalona" <sfdgffgd@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:

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```
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  
{  
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

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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 checking 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.