

TcpClient read/write timeouts do not timeout

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- *From:* Zytan <zytanlithium@xxxxxxxxxx>
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I have a TcpClient. I set the read/write timeouts at 1 minute (in milliseconds). I get a NetworkStream from it and confirm the timeouts still exist. I do a NetworkStream.Write() and then a NetworkStream.Read(). Sometimes it sits and waits -- on the Write() or the Read() -- for 15 minutes before I get fed up and close the app.....

I am not connecting to a TcpListener. I am connecting to a Socket with ProtocolType.Tcp, which is acceptable. These read/writes normally work, but when I get 3 or 4 TcpClients all connecting at the same time, connection problems start. I don't understand why some of the connections fail. And, when they do fail, why don't the timeouts work?

I believe I have a bug in the server, but still, the timeouts should timeout.

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