

Problem while sending Thru CAsyncSocket::Send()

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From: Thorsten Viel (*nospam_at_tviet.de*)

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Hi,

I am using CAsyncSocket for let clients connect to my App.

Now I tried to send Data to the client.

After connecting from client is established i receive the `READYTOSEND`.

First I send the content of a textarea when clicked on a button like this:

```
((CFCSDlg*)m_pWnd)->GetConnectSocket()->Send((LPCTSTR)  
m_sCommand,m_sCommand.GetLength()+1);
```

Everything works well, even more than 1 time clicking the send button

Then I tried to send thru the socket on a function which is called after receiving data.

```
iSent = Send((LPCTSTR)Data, Len+1); // Absenden der Daten  
if (iSent==SOCKET_ERROR)  
{AfxMessageBox("Server send error");
```

The result:

Unhandled exception at 0x004059c5 in FCS.exe: 0xC0000005: Access violation reading location 0x000002dc.

What is the difference between Sending after click and by a function after receiving?

Thanks in advance