

Re: Socket.Disconnect Method

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<http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnnet.general/2006-06/msg00180.html>

- *From:* "C. Coulter" <wizard2277@xxxxxxxxxxxx>
 - *Date:* Mon, 19 Jun 2006 11:15:30 -0700
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Kevin:

I appreciate your help. You are correct when you say that error number 10022 is being raised when I call "socket.disconnect(true)". The call to this method was taken directly from the example given in the MSDN example for this method. It immediately follows a "socket.shutdown" call.

Although the exception list in the MSDN documentation makes reference to the method not being supported on platforms prior to Windows 2000, the Platforms list at the bottom of the documentation explicitly mentions Windows XP SP2 (which is the platform I'm testing with).

In addition, the documentation mentions that this method is new to Framework 2.0. It doesn't make a whole lot of sense that they would introduce a new method that only worked on platforms prior to Windows 2000.

I had seen a couple of other posts that mentioned that they had been unable to get this method to work. Hence, my question still stands: could this be a known/unknown bug in Framework 2.0/VIS 2005? My code works if I comment out the call to "socket.disconnect", so I have no reason to think that it might be something else in the code.

I might also mention that this we are registered Microsoft partners and that I have many years of programming experience. I don't post to a newsgroup unless I have exhausted all other avenues (meaning, I don't take it lightly).

Do you or anyone else out there have any further input?

Thanks,

Re: Socket.Disconnect Method

C. Coulter
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Kevin Spencer wrote:

Be careful about using that word "bug" – the fact that one is unable to use something doesn't necessarily imply that it is broken, and may end up making you look foolish!

According to the documentation for this method, there are 3 distinct possible exceptions that can be thrown when using this method:

PlatformNotSupportedException

This method requires Windows 2000 or earlier, or the exception will be thrown.

ObjectDisposedException

The Socket object has been closed.

SocketException

An error occurred when attempting to access the socket. See the Remarks section for more information.

Here is a more or less complete list of Socket Error Codes and their meanings:

http://www.sockets.com/err_1st1.htm

It looks to me like the underlying error code could have been:

WSAEINVAL (10022) Invalid argument.

I'm not sure which of the 3 exceptions would have been raised if this were the case, but the documentation does seem to indicate that this parameter is not supported on Windows versions after Windows 2000.

Also, there are a few other notes in the documentation that may be relevant:

If you are using a connection-oriented protocol, you can use this method to close the socket. This method ends the connection and sets the Connected property to false. However, if reuseSocket is true, you can reuse the socket.

To ensure that all data is sent and received before the socket is closed, you should call Shutdown before calling the Disconnect method.

If you need to call Disconnect without first calling Shutdown, you can set the DontLingerSocket option to false and specify a nonzero time-out interval to ensure that data queued for outgoing transmission is sent. Disconnect then blocks until the data is sent or until the specified time-out expires. If you set DontLinger to false and specify a zero time-out interval, Close releases the connection and automatically discards outgoing queued data.

Note

If you receive a SocketException, use the SocketException.ErrorCode property to obtain the specific error code. After you have obtained this code, refer to the Windows Sockets version 2 API error code documentation in the MSDN library for a detailed description of the error.

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Note

This member outputs trace information when you enable network tracing in your application. For more information, see [Network Tracing](#).