LOL reborn we are working on the same thing, walking into the same problem!!

I already had ravens idea but it has already lost connection when it enters the loop.

This is what i did. I put it in 1 statement. That should work right?
memset(sendData, 0, 255);
  sprintf(sendData, "NICK %s\r\nUSER %s 0 0 :OTROSSB\r\n", nick, nick);
  Sock.SendData(sendData, strlen(sendData));

Also it doesnt show in the channel (rarely it does   )
And does it also crashes your FDS on 'quit'??

EDIT: Oh and i think my message parser is OK too but i cant test that when it loses connection xD
Reborn, i would use a hostname instead of static IP if you want more 'normal' users to use it
easily

And sorry for sort of hijacking your topic but i have the same problem xD