
Subject: i have run into a problem...

Posted by [jnz](#) on Mon, 14 Aug 2006 09:47:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

i have run into a problem that i cannot solve:

if i ignore the error i can telnet port 3002 and send data over fine the fds will print it. so why do i get it?

```
#include "Socket.h"
#include <string>
#include <windows.h>
using namespace std;

DWORD WINAPI parse(LPVOID lpParam)
{
    SocketServer in(3002,5);
    while (1)
    {
        Socket* s=in.Accept();
        while (1)
        {
            std::string r = s->ReceiveLine();
            if (r.empty())
                break;
            Console_Output(r.c_str());
        }
    }
    return 0;
}
```

if i comment this function body out(except "return 0;") it will not error.

here is the SocketServer code: <http://www.adp-gmbh.ch/win/misc/sockets.html>

File Attachments

1) [problem.JPG](#), downloaded 900 times

The screenshot shows a Visual C++ IDE with a console window titled "Renegade Master Server - aa009 - svrcfg_cnc.ini". The console output is as follows:

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
**** Auto starting game. Type 'quit' to abort ****
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of 256k bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Loading level C&C Walls_Flying.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
```

A "Microsoft Visual C++ Runtime Library" error dialog box is displayed in the foreground, showing a "Runtime Error!" for the program "C:\Westwood\RenegadeFDS\Server\server.dat". The message states: "This application has requested the Runtime to terminate it in an unusual way. Please contact the application's support team for more information." An "OK" button is visible at the bottom of the dialog.

The IDE's "Output" window at the bottom shows the following build output:

```
----- Build started
Compiling...
engine.cpp
.\engine.cpp(7847) : warning C4127: conditional expression is constant
.\engine.cpp(7850) : warning C4127: conditional expression is constant
Linking...
Searching libraries
```

The taskbar at the bottom of the screen shows the Start button and several open applications: "HL-Bot - Vis...", "scripts - Vis...", "Renegade", "Internet...", "Window...", and "Renegade".

Subject: Re: i have run into a problem...

Posted by [light](#) on Mon, 14 Aug 2006 10:01:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm more a Java person but i'll ask the stupid questions anyway.

1. Does break; break both while loops of just one? (And why do you have 2 while loops anyway? Why not this:

Quote:

```
#include "Socket.h"
#include <string>
#include <windows.h>
using namespace std;
```

```
DWORD WINAPI parse(LPVOID lpParam)
```

```
{
    SocketServer in(3002,5);
    Socket* s=in.Accept();
    std::string r = "";
    while (true)
    {
        r = s->ReceiveLine();
        if (r.empty()) {
            break;
        }
        else {
            Console_Output(r.c_str());
        }
    }
}
```

2. Would it not save resources and allocation to declare your string outside your second while loop?

3. EDIT: Wait, on reflection using return 0; inside a method that is not main() is probably your issue. Try removing it. Return 0 basically means "All went well, terminate program, but only main() should call it.

Subject: Re: i have run into a problem...

Posted by [jnz](#) on Mon, 14 Aug 2006 11:07:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

light wrote on Mon, 14 August 2006 11:01 I'm more a Java person but i'll ask the stupid questions anyway.

1. Does break; break both while loops of just one? (And why do it will just break the loop that it is in.

light wrote on Mon, 14 August 2006 11:01

2. Would it not save resources and allocation to declare your strong outside your second while loop?

Yes. do you mean "string" *not sarcasticly*

light wrote on Mon, 14 August 2006 11:01

3. EDIT: Wait, on reflection using return 0; inside a method that is not main() is probably your issue. Try removing it. Return 0 basically means "All went well, terminate program, but only main() should call it.

No, the declaration suggests that it should return a DWORD. return 0; does not mean "all went well", it means in "main" terminate program with exit code 0.

in any function, as far as i know, except a thread return 0 means that the function when finished will be equal to 0. in breif terms. this may not be all correct, but it is when i think of it.

BTW: a "DWORD" is a number (i think) i don't see why you can't just use "int"

thanks for your reply.

Subject: Re: i have run into a problem...

Posted by [light](#) on Mon, 14 Aug 2006 23:43:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

In that case won't your code enter an infinite loop?

Subject: Re: i have run into a problem...

Posted by [danpaul88](#) on Mon, 14 Aug 2006 23:46:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, your code says while(l), but as far as I can see you have not initialised l... you probably need to do

```
int l = 1;
```

or something before starting the while loops (unless its defined in one of those include files)

EDIT: And yes, that code would produce an infinite loop.

Subject: Re: i have run into a problem...

Posted by [jnz](#) on Tue, 15 Aug 2006 13:49:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

the code doesn't say "while(l)" it says "while(1);" since it is a new thread it doesn't matter if it goes into a infinite loop because it wont halt the program. it goes into an infinite loop to recive data on port 3002.

after alot of debuggung, i have fixed it. it turns out that LoadScopes() function must be called 2 times because i put my function call just after that. when it got called the 2nd time it tryed to open port 3002 which is already open and it crashes.
