Subject: i have run into a problem...
Posted by jnz on Mon, 14 Aug 2006 09:47:02 GMT

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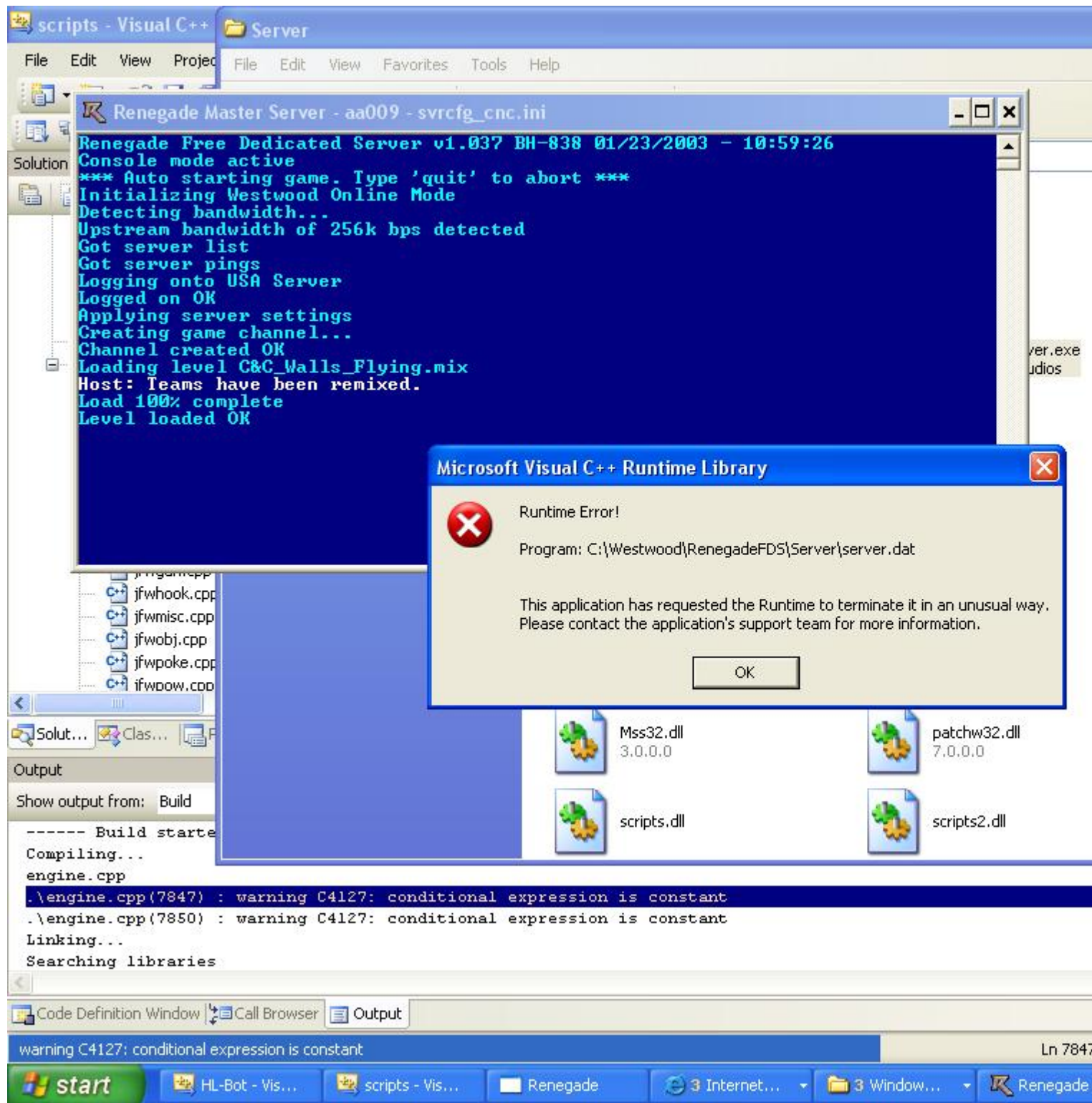
if i comment this function body out(exept "return 0;") it will not error.

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

File Attachments
1) problem.JPG, downloaded 802 times

scripts - Visual C++

File   Edit   View   Projec

Solution

Server

File   Edit   View   Favorites   Tools   Help

Renegade Master Server - aa009 - svrcfg_cnc.ini   _ □ ✕

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

ver.exe
udios

Microsoft Visual C++ Runtime Library   ✕

Runtime Error!

Program: C:\Westwood\RenegadeFDS\Server\server.dat

This application has requested the Runtime to terminate it in an unusual way.
Please contact the application's support team for more information.

OK

jfwhook.cpp
jfwmisc.cpp
jfwobj.cpp
jfwpoke.cpp
jfwpow.cpp

Mss32.dll
3.0.0.0

patchw32.dll
7.0.0.0

Solut...   Clas...

scripts.dll

scripts2.dll

Output

Show output from: Build

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

Code Definition Window   Call Browser   Output

warning C4127: conditional expression is constant   Ln 7847

start   HL-Bot - Vis...   scripts - Vis...   Renegade   3 Internet...   3 Window...   Renegade

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Subject: Re: i have run into a problem...
Posted by light on Mon, 14 Aug 2006 10:01:57 GMT
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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 whie 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 strong 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
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light wrote on Mon, 14 August 2006 11:01I'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 decleration 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, exept 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
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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
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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

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 infinit 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.