
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 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."
