 (/user/mche)MChe (/user/mche) 2017年2月13日 下午3:57 (/post/375345)

Hello!

Pro-file:

```
QT += core gui network
greaterThan(QT_MAJOR_VERSION, 4): QT += widgets
TARGET = QTCP
TEMPLATE = app
DEFINES += QT_DEPRECATED_WARNINGS
SOURCES += main.cpp\
    widget.cpp
HEADERS += widget.h
FORMS += widget.ui
```

I have simple code:

```
#include "widget.h"
#include <QApplication>

#include <QtNetwork/QTcpSocket>

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    QTcpSocket *socket = new QTcpSocket();
    socket->connectToHost("mymail.local", 25);

    if (socket->waitForConnected(5000)) {
        qDebug() << "Connected";
    }
}
```

Run project in Qt 5.7 — it's work (Connected).

Run project in Qt 5.8 — it's doesn't work (Not connected).



OS Windows 7.

How can I fix it?

 1 条回复 >

^ 0 v ⋮

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 (/user/mrjj)mrjj (/user/mrjj)  (/groups/lifetime-qt-champion) 2017年2月13日 下午4:02 (/post/375348)

@MChe (<https://forum.qt.io/uid/33571>)


Hi

This is the same pc ?

Where you have both 5.7 and 5.8 installed ?


 1 条回复 >

^ 0 v ⋮



 (/user/mche)MChe (/user/mche) 2017年2月13日 下午4:05 (/post/375352)

@mrjj (<https://forum.qt.io/uid/18260>) Yes, it's same PC.

Use MinGW.

 1 条回复 >

^ 0 v ⋮

 (/user/mrjj)mrjj (/user/mrjj)  (/groups/lifetime-qt-champion) 2017年2月13日 下午4:09 (/post/375353)



@MChe (<https://forum.qt.io/uid/33571>)

Well it could be a bug in 5.8 (regression)

I would go look in <https://bugreports.qt.io/secure/Dashboard.jspx> (<https://bugreports.qt.io/secure/Dashboard.jspx>)

Make sure its not something simple. Like you allowed the 5.7 exe but forgot the 5.8 one etc.

^ 0 v ⋮

 (/user/j-hilk)J.Hilk (/user/j-hilk)  (/groups/moderators) 2017年2月13日 下午4:15 (/post/375355)


what does

SocketError return, whenn the connection failed?

Hopefully not -1/UnknownSocketError :)

1 条回复 >

^ 1 v

(/user/mche)MChе (/user/mche) 2017年2月13日 下午4:43 (/post/375357) 

@J.Hilk (<https://forum.qt.io/uid/33156>)

socket->errorString() returns 'Proxy denied connection' in Qt 5.8.

```
#include "widget.h"
#include <QApplication>

#include <QtNetwork/QTcpSocket>



int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    QTcpSocket *socket = new QTcpSocket();
    socket->connectToHost("mymail.local", 25);

    if (socket->waitForConnected(5000)) {
```

1 条回复 >

^ 0 v

 (/user/jsulm)jsulm (/user/jsulm)  (/groups/qt-champions-2018) 2017年2月13日 下午5:03 (/post/375361)


@MChе (<https://forum.qt.io/uid/33571>) Try

```
socket->setProxy(QNetworkProxy::NoProxy);
```

See <http://doc.qt.io/qt-5/qabstractsocket.html#setProxy> (<http://doc.qt.io/qt-5/qabstractsocket.html#setProxy>)

1 条回复 >

^ 5 v

(/user/mche)MChе (/user/mche) 2017年2月13日 下午5:25 (/post/375364) 

@jsulm (<https://forum.qt.io/uid/23827>) said in socket->connectToHost doesn't work in Qt 5.8 (/post/375361):

```
socket->setProxy(QNetworkProxy::NoProxy);
```

It's returns same result.

```
#include "widget.h"
#include <QApplication>



#include <QtNetwork/QTcpSocket>
#include <QtNetwork/QNetworkProxy>

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    QTcpSocket *socket = new QTcpSocket();
    socket->connectToHost("mymail.local", 25);
    socket->setProxy(QNetworkProxy::NoProxy);
```

1 条回复 >

^ 0 v

 (/user/jsulm)jsulm (/user/jsulm)  (/groups/qt-champions-2018) 2017年2月13日 下午6:07 (/post/375372)

@MChе (<https://forum.qt.io/uid/33571>) You should put socket->setProxy(QNetworkProxy::NoProxy); before socket->connectToHost("mymail.local", 25);

2 条回复 >



^ 6 v

(/user/mche)MChе (/user/mche) 2017年2月13日 下午6:32 (/post/375376)

@jsulm (<https://forum.qt.io/uid/23827>)

It's work, super! Thx :)

^ 0 v

(/user/yundorri)yundorri (/user/yundorri) 2018年9月12日 下午12:25 (/post/480929)  

@jsulm (<https://forum.qt.io/uid/23827>)

Very Thanks!!!

Without setProxy(), the connectToHost() and write() seemed ok with no errorString(), but could not Tx and Rx.

You gave me the lights. :-)

^ 0 v ⋮

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