**Description**

On accept() and other errors within the Listen threads (SeedLink and DataLink) the listening thread can die. When this occurs the socket is left open and bound. When a thread restart is attempted the bind() fails because it is already bound.

To fix:

a) `InitServerSocket()` should close the socket if any error is returned. This allows the assumption that if the socket is initialized/open it is also bound and ready for accept().

b) When restarting a server listening thread: check for an existing socket and skip initialization if present.

to avoid Listen thread dying on non-critical errors: check for non-critical error results (ECONNABORTED, EINTR and maybe EAGAIN) and continue to the next accept() without exiting.

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**History**

#1 - 05/29/2015 08:05 AM - Chad Trabant

- Project changed from orb2ringserver to ringserver