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Subject: Re: Socket functions calling order  
Posted by [zaurus](#) on Thu, 17 Jan 2008 17:40:31 GMT  
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Hi captainc!

I was also playing around with network connections some time ago. Here my loop which is reading the data from the socket. It works ok for me.

```
void NetServTest::TimerLoop()
{
    String sCommand;

    if(!m_Connection.IsOpen())
    {
        if(m_Socket.Accept(m_Connection, &m_ipaddr, true, 100))
            PromptOK("Accept.");
        Status = "OFF";
    }
    if(m_Connection.IsOpen())
    {
        Status = "ON";
        sCommand = m_Connection.Read(100);
        Output = sCommand;
        if(sCommand == "WHO")
            m_Connection.Write("It's me!");
        Sync();
    }
    SetTimeCallback(2000, THISBACK(TimerLoop));
}
```

I'm not doing anything to clear. I'm not a programming expert and cannot tell you what is really the correct way, but the above works for me.

I think in your code the `sock1.Accept(sock1)` is the problem. You should not accept the connection on the same socket on which you are listening.

Zaurus

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