
Subject: Re: Socket in a sock
Posted by [captainc](#) on Tue, 19 Aug 2008 12:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Usually when listening for incoming socket connections, you have a socket server that listens and hands off connections to other individual sockets (threads).

U++ has ServerSocket for this.

This is partial code I used in an application to receive data:

```
if( !ServerSocket(_accept_socket, _port, false, 1000, false) ){  
    // throw exception...  
}  
//do this in a loop:  
if( _accept_socket.IsOpen() ){ // server read from data socket  
    dword ip_addr;  
    if( (!_accept_socket.IsError()) && _accept_socket.Accept(_data_socket, &ip_addr) ){  
        _content_buf.Clear();  
        while( _data_socket.IsOpen() && !_data_socket.IsEof() && !_data_socket.IsError())  
            { _content_buf.Cat(_data_socket.Read());}  
        }  
        // do something with content buf...  
    }  
}
```

So you can see the _accept_socket gets the connection and hands it off to _data_socket with the Accept() method. Then _data_socket has the connection.

Servers use this method with "Thread Pools" of socket connections to allow for a certain number of sockets to exist (usually 1 per thread).

Also do a search online for "BSD Sockets" or "Berkeley Sockets" to get a better understanding of the underlying technologies.