

Hi!

I have a problem with sockets, namely, a non-blocking mode. I must say that until that moment I had never worked with sockets and my question may seem silly.

In my project, I repeated the tutorial from the Help Topics "Connection-Oriented Socket Tutorial"

Function `accept_socket.Accept (data_socket, & ip_addr)`  
suspends the entire program, so I point out that the socket nonblocking:

```
Socket::Init();

if( !ServerSocket(accept_socket, portInfo.portNumber) )
    throw Exc("Couldn't bind socket on the local port.");

if( accept_socket.IsOpen() )
{
    dword ip_addr;
    accept_socket.Block(false);
    accept_socket.Peek();

    if( !accept_socket.IsError() && accept_socket.Accept(data_socket, &ip_addr) )
    {
        Cout() << "Connection from " << FormatIP(ip_addr) << "\n";

        while(data_socket.IsOpen() && !data_socket.IsEof() && !data_socket.IsError())
            Cout() << data_socket.Read();
    }
}
```

But the program still awaits all perform the function `Accept`. What I missed or am doing wrong?

Also I read that non-blocking socket's have callback when connection started(or something like that). Could you give examples code using this opportunity socket?

P.S.  
Sorry my english )

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