Subject: Re: Problem with non-blocking mode
Posted by mirek on Sat, 24 Oct 2009 16:49:36 GMT
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Weras wrote on Fri, 23 October 2009 05:02Hi!

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)

I belive: Call Peek and only do Accept if it returns true.

Or you can sepcify timeout in Accept (e.g. to zero).

(I belive you in fact do not need non-blocking sockets in that case, but I might be wrong).

Mirek