
Subject: Re: Problem with non-blocking mode
Posted by [mirek](#) on Sat, 24 Oct 2009 16:49:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 believe: Call `Peek` and only do `Accept` if it returns true.

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

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

Mirek
