Subject: Re: SCGI Class Posted by Mindtraveller on Sat, 26 Mar 2011 22:00:20 GMT View Forum Message <> Reply to Message

zsolt wrote on Sat, 26 March 2011 00:55BTW it will not solve the problem of long running SQL queries or doing some slow communication in the scgi process.

In such situations you will have to start a lot of scgi processes to be able to handle the traffic.

Increasing that number, just allows the scgi process to have a large backlog. What if in the main cycle the the newly created client socket is processed in another thread while server socket is free to accept more connections?

while (run)
{ if (serverSocket.Accept(&clientSocket)
 {
 GetThreadFromPoolAndProcess(clientSocket);
 }
}

