Subject: [Solved]XML Rpc client will halt when server is not running
Posted by kasome on Wed, 20 Jun 2012 10:58:23 GMT
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The following code will halt when XML RPC Server is not running.

```
#include <Core/Core.h>
#include <Core/XMLRpc/XMLRpc.h>

using namespace Upp;

namespace Upp {
 extern bool HttpRequest_Trace__;
}

int main() {
#ifdef flagDEBUG
// LogXmlRpcRequests();
// HttpRequest_Trace__ = true;
 StdLogSetup( LOG_COUT | LOG_FILE );
#endif

 Time serverTime;
 SetDateFormat( "%4d-%02d-%02d" );
 XmlRpcRequest call( "127.0.0.1:1234" );
 if( call("GetServerTime") >> serverTime ) {
  LOG( "Server Time =" + Upp::AsString(serverTime) );
 }
 else {
  LOG( Upp::Format("Error: %s", call.GetError()) );
 }

 return 0;
}
```

I try to trace the code, the problem seems to happen in the red block. (In upp\uppsrc\Core\Socket.cpp)

```
int TcpSocket::Put(const char *s, int length)
{
 LLOG("Put " << socket << ": " << length);
 ASSERT(IsOpen());
 if(length < 0 && s)
  length = (int)strlen(s);
 if(!s || length <= 0 || IsError() || IsAbort())
```

```
  return 0;
 done = 0;
 bool peek = false;
 int end_time = GetEndTime();


 while(done < length) {
  if(peek && !Wait(WAIT_WRITE, end_time))
   return done;
  peek = false;
  int count = Send(s + done, length - done);
  if(IsError() || timeout == 0 && count == 0 && peek)
   return done;
  if(count > 0)
   done += count;
  else
   peek = true;
 }

 LLOG("//Put() -> " << done);
 return done;
}
```

I modify the code from (In upp\uppsrc\Core\Socket.cpp)

```
bool TcpSocket::WouldBlock()
{
 int c = GetErrorCode();
#ifdef PLATFORM_POSIX
 return c == SOCKERR(EWOULDBLOCK) || c == SOCKERR(EAGAIN);
#endif
#ifdef PLATFORM_WIN32
 return c == SOCKERR(EWOULDBLOCK) || c == SOCKERR(ENOTCONN);
#endif
}
```

to

```
bool TcpSocket::WouldBlock()
{
 int c = GetErrorCode();
#ifdef PLATFORM_POSIX
 return c == SOCKERR(EWOULDBLOCK) || c == SOCKERR(EAGAIN);
#endif
```

```
#ifdef PLATFORM_WIN32
 return c == SOCKERR(EWOULDBLOCK) || c != SOCKERR(ENOTCONN);
#endif
}
```

I hope that will fix the problem.
