Subject: WebSockets non blocking mode?
Posted by Mindtraveller on Mon, 28 Nov 2016 22:06:00 GMT

TcpSocket supports non blocking mode along with SocketWaitEvent class to wait for multiple sockets simultaneously. I couldn't find a way to asynchronously read incoming data with WebSocket as well as couldn't find a way to wait for multiple WebSockets until one of them receives a message. So I have to create one thread per each WebSocket which is really bad decision for production server with 1000+ connections. Does U++ lack async WebSOcket support, or my approach is totally wrong here?
Thanks in forward.