Subject: Re: Help needed with link errors (serversocket)
Posted by Oblivion on Wed, 12 Jul 2017 21:08:44 GMT

Hello Imos,

Quote:
Now I am going to try it using non-blocking approach and single thread if possible... Is it possible
to use non-blocking socket using the TcpSocket class?

Yes it is possible to use non-blocking socket using the TcpSocket class.
TcpSocket class allows blocking, non-blocking, and time-constrained operations.
You have to set Timeout value to 0 to put TcpSocket in a non-blocking mode.
But I suggest you first reading the TcpSocket api docs before you plunge into the world of
non-blocking sockets, and then get yourself familiar with U++ core classes & concepts.

Non-blocking socket operations can easily get tricky and complex.
However, there are ways to reduce complexity.
Below you can find a queue model designed exactly for non-blocking socket operations.
It also contains an example code called ClientSockets, which is actually a non-blocking version of
SocketClient example with multiple requests.
But it requires some knowledge of U++ callbacks, and C++11 lambdas.

Should you have any further qustions, I may be able to answer them.

Best regards,
Oblivion

File Attachments
1) ClientSockets.zip, downloaded 328 times