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Subject: Re: Help needed with link errors (serversocket)

Posted by [Oblivion](#) on Wed, 12 Jul 2017 21:08:44 GMT

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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 questions, I may be able to answer them.

Best regards,

Oblivion

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### File Attachments

1) [ClientSockets.zip](#), downloaded 306 times

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