
Subject: Problem with websocket connect method
Posted by [shutalker](#) on Fri, 10 Nov 2017 06:05:10 GMT
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I've got a problem with websocket connect method. When a server drops connection, a client is still waiting for something. So if I do blocking connect, my app execution will be blocked.
Here what I've found in source WebSocket.cpp:

```
...  
if(socket->IsBlocking()) {  
  
...  
    StartConnect();  
    while(opcode != READING_FRAME_HEADER)  
        Do0();  
}  
  
...
```

As I can understand, in blocking mode connect will never leave while cycle until it will read response header from server. And there is no check whether the socket was closed or an error was happened

I use upp sources from git: 97e1f20
Compiler: GCC 5.4.0
