## Subject: Re: How to close  the websocket connection
Posted by shutalker on Fri, 10 Nov 2017 06:16:28 GMT

I've tried to run the example and got the same problem.

I noticed that there were still 2 threads (server and client) after server had responded to the client's single request .

Then I added LOG macros in Client.cpp right after websocket's close method invocations, but they weren't appear in logs. I also tried to start client from another application with debugger, but TheIDE crashed after close method had been invoked. So I suppose that something is blocking program execution at the moment of invocation of close method.

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