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Subject: Re: Problem with websocket connect method

Posted by [mirek](#) on Wed, 15 Nov 2017 07:40:26 GMT

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shutalker wrote on Fri, 10 November 2017 07:05I'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

You are right. Hopefully fixed (in trunk):

```
if(socket->IsBlocking()) {
    if(!addrinfo.Execute(host, port)) {
        Error("Not found");
        return false;
    }
    LLOG("DNS resolved");
    StartConnect();
    while(opcode != READING_FRAME_HEADER) {
        Do0();
        if(IsError())
            return false;
    }
}
```

As you can see, I have also added return value for blocking mode...

Mirek

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