Subject: Re: Problem with websocket connect method
Posted by shutalker on Thu, 23 Nov 2017 20:58:17 GMT
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It seems I've got another problem with nonblocking Connect method. When I'm trying to connect in nonblocking mode from a simple client to a simple server my app generates error message after I call Do():

ws.NonBlocking().Connect("ws://127.0.0.1:8888");
ws.Do();

In nonblocking mode Connect() just sets opcode variable in DNS state and makes no operations until Do() is called:

if(socket->IsBlocking())
    ...
else
    opcode = DNS;

return true;

In Do0 there is if-statement listed below:

if(socket->IsEof() && !(close_sent || close_received))
    Error("Socket has been closed unexpectedly");

And in the IsEof method there is checkup for socket's descriptor state:

bool TcpSocket::IsEof() const
{
    return is_eof && ptr == end || IsAbort() || !IsOpen() || IsError();
}

As far as I can understand IsOpen returns true since the socket was not opened. So I can't process DNS state and make connection in nonblocking mode.

I used upp sources from github: 993904e
Compiler: GCC 5.4.1