
Subject: Re: Problem with websocket connect method
Posted by [Oblivion](#) on Fri, 24 Nov 2017 13:28:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello shutalker, and welcome!

Quote: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();
```

Is this how you execute the non-blocking call? Because you shouldn't. You should put Do() in a separate loop.

In non-blocking mode Connect() method clears and re-assigns the internal variables (socket too!) and schedules the operation. It is Do() method that progresses it (in a loop). (If you also put the Connect in the same loop as Do(), you'll get erratic behaviour.

A crude example:

```
ws.NonBlocking()  
  .Connect("127.0.0.1:8888");  
  
while(ws.Do())  
  ; // Do something here...
```

If you can provide a simple example, or the actual code part, may be I will be able to help you.

Best regards,
Oblivion