
Subject: Re: Problem with websocket connect method
Posted by [shutalker](#) on Fri, 24 Nov 2017 20:02:42 GMT
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Hello Oblivion!
Thank you for the reply!

Here's main part of simple nonblocking WebSocket client:

```
...
WebSocket ws;

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

while( true )
{
    ws.Do();

    if( ws.IsClosed() || ws.IsError() )
    {
        LOG( ws.GetErrorDesc() );
        break;
    }

    SocketWaitEvent event;

    ws.AddTo( event );
    event.Wait( 1000 );

    if( event[0] & WAIT_READ )
    {
        String response = ws.Receive();

        if( !response.IsEmpty() )
            LOG( response );
    }
    else if( event[0] & WAIT_WRITE )
        ws.SendText( AsString( Random() ) );
}
...
```

It's a training code)

When I'm trying to run it I get error message: "Socket has been closed unexpectedly".
Is it the correct way I manage my websocket?
Could you explain how should I exactly create connection in this case in nonblocking mode?
