## 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.lsClosed() || ws.lsError() )
LOG( ws.GetErrorDesc() );
break;
  }
  SocketWaitEvent event;
  ws.AddTo( event );
  event.Wait( 1000 );
  if( event[0] & WAIT_READ )
    String response = ws.Receive();
  if(!response.lsEmpty())
 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?