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Subject: Re: Problem with websocket connect method  
Posted by [Oblivion](#) on Fri, 24 Nov 2017 20:33:33 GMT  
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Hello shutalker,

Quote:

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?

Curious. Your code seems to be fine. I don't see anything wrong. But I noticed that you are trying to connect to the server at port 8888.

Just to be sure: Are you using the server from `upp/reference/AsyncWebSocket.cpp`?

Because the error you encounter can happen when you try to connect to wrong port.

Maybe you forgot to change the servers listening port to 8888?

In `AsyncWebSocket.cpp` example, line 38:

```
if(!server.Listen(12321, 5, false, true)) {  
    LOG("Cannot open server socket for listening!");  
    Exit(1);  
}
```

As you can see server is listening on port 12321.

Best regards,  
Oblivion

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