
Subject: Re: Problem with websocket connect method

Posted by [Oblivion](#) on Fri, 24 Nov 2017 22:05:37 GMT

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Quote:

Yes. I'm using AsyncWebSocket example. All changes I've done was removing ClientEmulation from async server and replacing listening port from 12321 to 8888. Unfortunately, the problem wasn't solved

Ah, in the meantime I got what is wrong with your code.

Let me try to briefly explain the problem (as far as I can see):

Before you can send or receive anything to the server, the client needs to be connected to the server, and that is generally done after a "handshake"

You see, your "non-blocking" code is simply interrupting that handshake phase, hence the connection is forced to be closed.

You are trying to send and receive data in the middle of connection process.

But the real problem I see is there is no way (at least not that I can find one) to know if the connection (handshake) is successful, and the client is ready. E.g. In similar scenarios, I personally use a Do() method which returns a boolean value so that I can detect the "end" of any operation (be it successful or erroneous). But WebSocket::Do() doesn't return anything, so we can't know if the Connect() operation is finished (except on failures).

This is probably by design and Mirek can probably give you a better explanation.

I'm sorry that I cannot be very helpful this time.

Best regards,
Oblivion