Subject: Re: Problem with websocket connect method
Posted by shutalker on Sun, 26 Nov 2017 12:03:50 GMT
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Hello!
Thank you very much!
I hope your patch will appear in release sources soon.

Quote:
From my experience I can say that below code (or other variants of this) would work well on such situations:

```
ws.NonBlocking().Connect("127.0.0.1:12321");
while(ws.Do())
    ;
if(ws.IsError())
    return;

// Success, carry on (send/recv)...
```

As far as I can see, it's the same to:

```
ws.Connect("127.0.0.1:12321");

if(ws.IsError())
    return;

ws.NonBlocking();
// Success, carry on (send/recv)...
```

I also have a suggestion: it would be great to check whether connect is successful via special method (e.g. IsConnected()) that returns true after the client has received websocket header from server in "handshake" stage. Roughly like this:

```
void WebSocket::ResponseHeader()
{
 if(ReadHttpHeader()) {
  LLOG(data);
  if(ToLower(data).Find("upgrade: websocket") < 0) {
   Error("Invalid server response HTTP header");
   return;
  }
  LLOG("HTTP response header received");
  opcode = READING_FRAME_HEADER;
```

```
        isConnected = true;        // <-- "handshake" successful

  data.Clear();
 }
}


bool WebSocket::IsConnected()
{
   return ( !socket->IsEof() && isConnected );
}
```