Subject: Re: Problem with websocket connect method
Posted by mirek on Sun, 26 Nov 2017 18:03:53 GMT

Patch applied, with small variation:


```
void WebSocket::Do0()
{
 int prev_opcode;
 do {
  prev_opcode = opcode;
  if(findarg(opcode, DNS, SSL_HANDSHAKE) < 0) {
   Output();
   if(socket->IsEof() && !(close_sent || close_received))
    Error("Socket has been closed unexpectedly");
  }
  if(IsError())
   return;
  switch(opcode) {
```


- SSL_HANDSHAKE is the same situation...

Other than that, I need to apologize for "undertesting" Connect - I simply thought that Connect is not really important, as WebSocket is intended to be Browser->Server interface and we are the server...

Quote:
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:

Why do not you just use IsOpen?

Mirek