Subject: Re: How to close the websocket connection
Posted by mirek on Sat, 17 Feb 2018 11:01:14 GMT

uppjj wrote on Wed, 14 February 2018 19:17Hello
I got the same problem, "Close" put my websocket client in infinite loop.
Server receives the "Close" message from the client but does not actually send the response,
because it is in non-blocking mode.
I just do this change in uppsrc/core/WebSocket.cpp , function "out":

// while(IsBlocking() && socket->IsOpen() && !IsError() && out_queue.GetCount())
    while((IsBlocking() || (s[0] == CLOSE)) && socket->IsOpen() && !IsError() &&
out_queue.GetCount())

and got "Close" working well...

Thanks. I believe this has a problem of occassionally turning nonblocking socket into blocking, as
Out is used for data too.

I suggest this:

void WebSocket::Out(const String& s)
{
 out_queue.AddTail(s);
 while((IsBlocking() || close_sent) && socket->IsOpen() && !IsError() && out_queue.GetCount())
  Output();
}

Would that work for you?