
Subject: Re: Bot library for discord, bombs example adapted.

Posted by [jjacksonRIAB](#) on Fri, 08 Nov 2019 13:33:14 GMT

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In Discord.h I'd add

```
Event<> BeforeSocketReceive,  
        WhenDisconnected;
```

and I'd call it from Discord.cpp

```
else if(ws.IsClosed()) {  
    LOG("Socket closed unexpectedly");  
    LOG(ws.GetError());  
    WhenDisconnected();  
    return;  
}
```

Hopefully then I could just subscribe to that event and run Listen() again.

```
bot.WhenMessageCreated = [&](ValueMap payload) {  
    String channel = payload["d"]["channel_id"];  
    String content = payload["d"]["content"];  
    String userName = payload["d"]["username"];  
  
    if(content.StartsWith("!hello")) {  
        bot.CreateMessage(channel, "hello, world!");  
    }  
};
```

```
bot.WhenDisconnected = [] {  
    bot.Listen();  
};
```

I think your connection is just being hard killed from Discord's end without the courtesy of a Resume event.
