
Subject: Re: Stopping ReadStdIn() function
Posted by [Xemuth](#) on Mon, 17 May 2021 07:28:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Oblivion, Thanks for your help.

In my actual code I'm doing this :

```
CV2DServer* serverPtr;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT | LOG_FILE | LOG_TIMESTAMP);
    CV2DServer server(LISTENING_PORT, TICK_RATE);
    serverPtr = &server;
    std::signal(SIGINT, static_cast<__p_sig_fn_t>([](int s)->void{serverPtr->StopServer();}));
    server.StartServer();
}
```

It is a bit different from your approach but I guess it is partially equal.
The problem is, in my StartServer which is equal to this :

```
void CV2DServer::StartServer(){
    serverThread.Start(THISBACK(ServerRoutine));
    Upp::String command;
    LOG("Command line interface ready");
    while(command != "exit" && !secureStop){
        command = ToLower(ReadStdIn());
        Cout() << ProcessCommandLine(command);
    }
    server.Close();
    client.Close();
    serverThread.ShutdownThreads();
    serverThread.Wait();
}
```

The ReadStdIn() block my code until I write something in console. It means, even if I raise a SIGINT event, my code will catch it, turn the boolean secureStop to true but won't stop until I write something in console. This is problematic, that's why I'm looking for a way to stop the ReadStdIn().

I will try the way you do it after work and will update this post. But I'm pretty sure the result will be the same
