
Subject: Re: Stopping ReadStdIn() function
Posted by [Oblivion](#) on Mon, 17 May 2021 09:50:17 GMT
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You can also write a non-blocking version of ReadStdIn so that you can set a timeout value. (this is for posix, but it can be easily adapted to windows)

```
void SetNonBlocking()
{
    fcntl(STDIN_FILENO, F_SETFL, fcntl(STDIN_FILENO, F_GETFL) | O_NONBLOCK);
}

void SetBlocking()
{
    fcntl(STDIN_FILENO, F_SETFL, fcntl(STDIN_FILENO, F_GETFL) & ~O_NONBLOCK);
}

String ReadStdIn2(int timeout)
{
    String r;
    SetNonBlocking();
    int t = msec();
    do {
        SocketWaitEvent we;
        we.Add(STDIN_FILENO, WAIT_READ);
        if(we.Wait(10) && (we[0] & WAIT_READ)) {
            int c = 0;
            int n = read(STDIN_FILENO, (char*) &c, 1);
            if(c == '\n')
                break;
            if(n > 0) {
                r.Cat(c);
                t = msec();
            }
        }
    }
    while(msec(t) < timeout && !done);
    SetBlocking();
    return r.GetCount() ? r : String::GetVoid();
}
```

Best regards,
Oblivion
