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Subject: Re: my TCP client/server don't work correctly  
Posted by [Oblivion](#) on Mon, 17 May 2021 19:10:56 GMT  
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Hello Xemuth,

Your server code accepts only a single connection and then exits. You need to loop. :)

SocketServer example:

```
for(;;) { <-----  
    TcpSocket s;  
    if(s.Accept(server)) {  
        String w = s.GetLine();  
        Cout() << "Request: " << w << " from: " << s.GetPeerAddr() << '\n';  
        if(w == "time")  
            s.Put(AsString(GetSysTime()));  
        else  
            s.Put(AsString(3 * atoi(~w)));  
        s.Put("\n");  
    }  
}
```

It you need to handle multiple incoming connections at the same time, you either fork (expensive) or use an array of nonblocking sockets and/or MT, once accepting them, loop over them asynchronously until the connection is closed.

Best regards,  
Oblivion

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