
Subject: Re: my TCP client/server don't work correctly
Posted by [Xemuth](#) on Tue, 18 May 2021 06:42:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed it make sense...
will give a try after work.
Thanks again Oblivion

Edit : It worked fine, here is the code I come up with (not perfect and Many thing need to be added but it might help) :

```
if(!server.Listen(port, 1)) {  
    LOG("Unable to initialize server socket on port " + AsString(port));  
    return;  
}  
client.GlobalTimeout(1000);  
LOG("Waiting for webServer...");  
while(!Thread::IsShutdownThreads()){
```

```
    if(client.Accept(server)){  
        LOG("WebServer connected");  
        int emptyData = 0;  
        while(!client.IsError()){  
            Upp::String data = client.GetLine();  
            if(!client.IsTimeout()){  
                Upp::String sendingCmd = "";  
                LOG("Receiving : " + data + " from: " + client.GetPeerAddr());  
                sendingCmd = ProcessCommandNetwork(data);  
                LOG("Sending: " + sendingCmd + " To: " + client.GetPeerAddr());  
                sendingCmd += '\n';  
                sendingCmd.Shrink();  
                client.Put(sendingCmd);  
            }else{  
                client.ClearError();  
            }  
        }  
        LOG("WebServer error: " + client.GetErrorDesc());  
        client.Close();  
        client.Clear();  
        LOG("WebServer disconnected");  
    }  
}  
LOG("Connection with webServer ended");
```
