
Subject: Re: my TCP client/server don't work correctly
Posted by [Xemuth](#) on Tue, 18 May 2021 06:42:22 GMT
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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");
```