Subject: TcpSocket, Know when distant connection have been closed
Posted by Xemuth on Sat, 12 Jun 2021 15:10:03 GMT

Hello U++ !
I'm programming an application which rely on TcpSocket and Json sending & receiving.
A web server ask for data via a JSON command and I send him a formatted JSON. Here is how I do it :

```
while(!d_stopThread && !d_activeConnection.IsError() && d_activeConnection.IsOpen()){
 if(d_activeConnection.WaitRead()){
  Upp::String data;
  while(d_activeConnection.Peek()!= -1){
   data << char(d_activeConnection.Get());
  }

  if(data.GetCount() > 0){
   Upp::String sendingCmd = "";
   LLOG("[Server][Listener] Receiving  from web server: " + data.Left(20));
   sendingCmd = d_callbackServer(d_socket, data);
   if(sendingCmd.GetCount() > 0){
    LLOG("[Server][Listener] Sending to web server: " + sendingCmd.Left(20));
    d_activeConnection.Put(sendingCmd + "\n\0");
   }
  }
 }else{
  if(d_activeConnection.GetSOCKET() == -1)
   break;
  else
   Sleep(100);
 }
}
if(d_activeConnection.IsError()) LLOG("[Server][Listener] WebServer error: " +
d_socket.GetErrorDesc());
d_activeConnection.Clear();
LLOG("[Server][Listener] WebServer disconnected");
```

The web server send me data in JSON, I retrieve this data then I send back a json with the requested data. Here are a wireshark screenshot :

So here is my question, how to know when the distant socket have been closed ? I have trying many things but
either it's me who cuts the connection (probably because of a timeout or erro during WaitRead())
either I don't detect the FIN from the server side and dont react so my connection never reset