Subject: Re: TcpSocket receiving ghost data
Posted by Xemuth on Sun, 13 Jun 2021 21:06:46 GMT
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I found what I needed, in order to get noticed of pair closing socket (i.o client sending a FIN)

According to MSDN and the select(...) (from Winsock2) function :
Quote:For connection-oriented sockets, readability can also indicate that a request to close the socket has been received from the peer. If the virtual circuit was closed gracefully, and all data was received, then a recv will return immediately with zero bytes read. If the virtual circuit was reset, then a recv will complete immediately with an error code such as WSAECONNRESET. The presence of OOB data will be checked if the socket option SO_OOBINLINE has been enabled (see setsockopt).

To perform a correct client server ready to handle a FIN from a client, I did this :

Server.h

```
d_activeConnection.Timeout(500);
d_activeConnection.Linger(200);
SocketWaitEvent swe;
swe.Add(d_activeConnection, 0x7); // 0x7 is WAIT_ALL
while(!d_stopThread && !d_activeConnection.IsError() && d_activeConnection.IsOpen()){
 swe.Wait(500);
 if(swe[0] & WAIT_WRITE){
  if((swe[0] & WAIT_READ)){
   Upp::String data;

   int read =  d_activeConnection.Get(); //if read return -1 then pair have sent us FIN
   if(read == -1) break;
   data << char(read);
   do{ data << char(d_activeConnection.Get()); }while(d_activeConnection.Peek() != -1);

   if(data.GetCount() > 0){
    Upp::String sendingCmd = "";
    LLOG("[Server][Listener] Receiving  from web server: " + data.Left(20));
    sendingCmd = d_callbackServer(d_activeConnection, data);
    if(sendingCmd.GetCount() > 0){
     LLOG("[Server][Listener] Sending to web server: " + sendingCmd.Left(20));
     d_activeConnection.Put(sendingCmd);
    }
   }
  }
 }else{
  break;
 }
}
if(d_activeConnection.IsError()) LLOG("[Server][Listener] WebServer error: " +
```

```
d_activeConnection.GetErrorDesc());
d_activeConnection.Close();
LLOG("[Server][Listener] WebServer disconnected");
```