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Subject: Help needed with link errors (serversocket)

Posted by [imos](#) on Tue, 11 Jul 2017 21:46:13 GMT

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Hi

I am trying to find a dev env to develop a socket oriented daemon (non-blocking) using high level approaches (for sockets and data structures) and I decided to give a try to U++.

I am trying to put to work the ServerSocket example but I have link errors that I can not solve alone. Here the code:

```
#include <Core/Core.h>
#include <Web/Web.h>

using namespace Upp;

Socket accept_socket, data_socket;
int port = 2020;

CONSOLE_APP_MAIN
{
    if(!ServerSocket(accept_socket, port)) // Listen for connections using _accept_socket;
    {
        throw Exc("Couldn't bind socket on the local port.");
    }
    // You can do this in a loop to accept many connections:
    if( accept_socket.IsOpen() )
    {
        dword ip_addr;
        // Hand off successful connection to _data_socket
        if( !accept_socket.IsError() && accept_socket.Accept(data_socket, &ip_addr) )
        {
            //Cout() << "Connection from " << FormatIP(m_ipaddr) << "\n";
            Cout() << "Connection from " << "\n";
            // Read from the socket until it is closed, has an error, or you see an end-of-file marker
            // (EOF optional and application-specific)
            while(data_socket.IsOpen() && !data_socket.IsEof() && !data_socket.IsError())
            {
                Cout() << data_socket.Read();
            }
        }
        Cout() << "\n";
    }
}
```

I also added the Web package to the project but I get these link errors:

...Web/html.cpp (347): error: ambiguous overload for 'operator+' (operand types are 'Upp::HtmlTag' and 'Upp::Htmls')

.../Web/auth.cpp (219): error: ambiguous overload for 'operator+' (operand types are 'Upp::Htmls' and 'Upp::HtmlTag')

Etc.

Thanks a lot

Imos

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Subject: Re: Help needed with link errors (serversocket)

Posted by [Oblivion](#) on Wed, 12 Jul 2017 09:43:02 GMT

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Hello imos, and welcome!

Web package is deprecated. AFAIK, it is kept for historical reasons.

You can use TcpSocket for socket operations.

There is a client/server example in Examples section:

Server: [http://www.ultimatepp.org/reference\\$SocketServer\\$en-us.html](http://www.ultimatepp.org/reference$SocketServer$en-us.html)

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
    TcpSocket server;
```

```
    if(!server.Listen(3214, 5)) {
```

```
        Cout() << "Unable to initialize server socket!\n";
```

```

    SetExitCode(1);

    return;
}

Cout() << "Waiting for requests..\n";

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");

    }

}

}

```

Client: [http://www.ultimatepp.org/reference\\$SocketClient\\$en-us.html](http://www.ultimatepp.org/reference$SocketClient$en-us.html)

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
String Request(const String& r)
```

```

{
    TcpSocket s;

    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }

    s.Put(r + '\n');
    return s.GetLine();
}

```

// Start reference/SocketServer before starting this program

CONSOLE\_APP\_MAIN

```

{
    Cout() << Request("time") << '\n';
    Cout() << Request("33") << '\n';
}

```

Best regards,  
Oblivion

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Subject: Re: Help needed with link errors (serversocket)  
 Posted by [omari](#) on Wed, 12 Jul 2017 09:49:52 GMT  
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Hi Imos,

the Web package is depraceted, Socket now is part of Upp Core.

you can find in the reference example an example SocketServer

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Subject: Re: Help needed with link errors (serversocket)

Posted by [imos](#) on Wed, 12 Jul 2017 19:56:06 GMT

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Great! It works!

Now I am going to try it using non-blocking approach and single thread if possible... Is it possible to use non-blocking socket using the TcpSocket class?

Thanks a lot

Imos

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Subject: Re: Help needed with link errors (serversocket)

Posted by [Oblivion](#) on Wed, 12 Jul 2017 21:08:44 GMT

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Hello Imos,

Quote:

Now I am going to try it using non-blocking approach and single thread if possible... Is it possible to use non-blocking socket using the TcpSocket class?

Yes it is possible to use non-blocking socket using the TcpSocket class.

TcpSocket class allows blocking, non-blocking, and time-constrained operations.

You have to set Timeout value to 0 to put TcpSocket in a non-blocking mode.

But I suggest you first reading the TcpSocket api docs before you plunge into the world of non-blocking sockets, and then get yourself familiar with U++ core classes & concepts.

Non-blocking socket operations can easily get tricky and complex.

However, there are ways to reduce complexity.

Below you can find a queue model designed exactly for non-blocking socket operations.

It also contains an example code called ClientSockets, which is actually a non-blocking version of SocketClient example with multiple requests.

But it requires some knowledge of U++ callbacks, and C++11 lambdas.

Should you have any further qustions, I may be able to answer them.

Best regards,  
Oblivion

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### File Attachments

1) [ClientSockets.zip](#), downloaded 306 times

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Subject: Re: Help needed with link errors (serversocket)

Posted by [imos](#) on Thu, 13 Jul 2017 08:50:53 GMT

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Thanks Oblivion for your availability for helping...

I am going to try the sample and modify it and find out how Upp handles thousands of sockets handles using just one (or two) thread(s) (which is my main aim)...

Thanks a lot

Imos

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