Subject: how to exit from Socket.Read()
Posted by darthspawn on Mon, 16 Mar 2009 16:39:24 GMT
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I have a thread that run until the socket is connected and read from it, but I don't have an answer from the server when I want to close the socket.
When my destructor is called my client chrash.. Is possible stop the read or do something that let me close the socket without errors? thanks

Samuele

Subject: Re: how to exit from Socket.Read()
Posted by mirek on Tue, 17 Mar 2009 07:43:37 GMT
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darthspawn wrote on Mon, 16 March 2009 12:39I have a thread that run until the socket is connected and read from it, but I don't have an answer from the server when I want to close the socket.
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Samuele

I think you should use non-blocking reads and/or select.

Mirek

Subject: Re: how to exit from Socket.Read()
Posted by darthspawn on Tue, 17 Mar 2009 09:13:02 GMT
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What is non blocking read?

Subject: Re: how to exit from Socket.Read()
Posted by mirek on Tue, 17 Mar 2009 20:22:00 GMT
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Check some socket docs... (it is not really U++ specific).

Mirek