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Subject: JsonRPC support

Posted by [mirek](#) on Tue, 10 Jul 2012 20:47:02 GMT

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U++ now has support for JsonRpc; it is merged with existing support of XmlRpc, as two protocols are quite similar. Server simply detects the request protocol and can even handle it using the same RPC\_METHOD:

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

(of course, some methods are exclusive for one or another - XmlRpc does not have named parameters, JsonRpc can return only a single Value).

In the process, I have also introduced some new notations as demonstrated in Multiply2 method.

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Subject: Re: JsonRPC support

Posted by [unodgs](#) on Sun, 11 Nov 2012 17:54:55 GMT

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Mirek, I would be really grateful if you provided multi-threaded example of rpc server. I wonder what's the best way to handle multiple requests. Thank you in advance.

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Subject: Re: JsonRPC support

Posted by [mirek](#) on Sun, 11 Nov 2012 19:12:57 GMT

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Do not really have time to provide tested example, but it should be something like:

```
for(;;) {
    TcpSocket rpc;
    accept_mutex.Enter();
    if(!rpc.Listen(port, 5))
        return false;
    accept_mutex.Enter();
    TcpSocket http;
    if(listen_socket.Accept(rpc))
        RpcPerform(http, NULL);
}
```

...create a reasonable work thread pool and start do this loop in all of them...

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Subject: Re: JsonRPC support  
Posted by [unodgs](#) on Sun, 11 Nov 2012 20:36:34 GMT  
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Thanks! I'll try to add the example if I succeed.

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