## Subject: WebSockets non blocking mode?
Posted by Mindtraveller on Mon, 28 Nov 2016 22:06:00 GMT

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TcpSocket supports non blocking mode along with SocketWaitEvent class to wait for multiple sockets simultaneously. I couldn't find a way to asynchronously read incoming data with WebSocket as well as couldn't find a way to wait for multiple WebSockets until one of them receives a message. So I have to create one thread per each WebSocket which is really bad decision for production server with 1000+ connections. Does U++ lack async WebSOcket support, or my approach is totally wrong here?
Thanks in forward.

## Subject: Re: WebSockets non blocking mode?
Posted by Mindtraveller on Tue, 29 Nov 2016 20:36:17 GMT

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OK, it looks like I'll have to implement it myself.

## Subject: Re: WebSockets non blocking mode?
Posted by mirek on Thu, 08 Dec 2016 08:37:37 GMT

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That would definitely be a nice addition. Bit hard to do though.

Mirek