

Re: Using CAsyncSocket as a server.

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-05/msg01080.html>

- *From:* "AliR" <AliR@xxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 18 May 2005 14:33:05 GMT
-

Just to add to Scott's comment's (since I am bored)

Here is what my listen socket looks like:

```
CListenSocket::CListenSocket()
{
}
```

```
CListenSocket::~CListenSocket()
{
}
```

```
// CListenSocket member functions
```

```
//LSMsgReceiver is an abstract class that
//has methods I need to call as a result
//of some socket operations like OnAccept, OnReceive....
BOOL CListenSocket::Listen(UINT Port, LSMsgReceiver *Parent,DWORD &Error)
{
    m_Parent = Parent;
    m_Port = Port;
    if (CSocket::Create(Port))
    {
        if (CSocket::Listen())
        {
            return TRUE;
        }
    }

    Error = MAKELONG(1,GetLastError());
    return FALSE;
}
```

```
void CListenSocket::OnAccept(int nErrorCode)
{
    if (m_Parent)
    {
        CSocket Socket;
```

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```
if (Accept(Socket))
{
//Note that in my OnAccept I detach the socket handle before sending
it to the NewUser method.
//that's because I don't know which CSocket Derived class NewUser
want's to create. I let him
//create it.
SOCKET hSocket = Socket.Detach();
m_Parent->NewUser(m_Port,hSocket);
}
}

CSocket::OnAccept(nErrorCode);
}
```

AliR.

"Scott McPhillips [MVP]" <org-dot-mvps-at-scottmcp> wrote in message
news:eHndzT6WFHA.3760@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

> TonyG wrote:

>

>> I have used CAsyncSocket a bunch of times as a client. Now I want to use
it

>> as a server.

>>

>> My plan is make a new class using CAsyncSocket as a base. Then I will
create

>> one instance of my class and listen on the port I need. When someone

>> connects to me I will start sending data using that instance of the
class.

>>

>> Then immediately I will create a second instance of my CAsyncSocket
based

>> class and I will listen on the same port for someone else to connect. If

>> someone connects I will start sending data using that instance. I will
then

>> create a third instance and listen again.

>>

>> Is this the general way that I should be doing this?

>

> No, it does not work that way. One socket does nothing except listen.

> The listening socket does not send or receive data. When each

> connection request is received by the listening socket it calls your

> OnAccept override. Follow the directions for OnAccept.

>

> --

> Scott McPhillips [VC++ MVP]

>

- **References:**

- ◆ **Using CAsyncSocket as a server.**

- ◇ *From:* TonyG

- ◆ **Re: Using CAsyncSocket as a server.**

- ◇ *From:* Scott McPhillips [MVP]

- Prev by Date: **Re: How to start another program by clicking on CButton**

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