Subject: sockets: IDL client, C++ server
Posted by hanswurst247 on Mon, 27 Sep 2004 23:05:03 GMT
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Hi

I have written a C++ server and an IDL client, that are supposed to communicate over sockets. Circumstances require, that only one client can connect at a time, and possible others are refused.

So the first thing I did, was to set a short connection timeout on the client side:

```
socket, lun, port, connect_timeout=1
```

This was only partially successful, because the server can queue a number of clients, that are basically in a waiting loop. The number of clients, that are queued by the server is specified in the listen() function of <winsock2.h>:

```
listen(SOCKET s,int backlog)
```

So if I set backlog=1, I can connect with one client, another one is queued and a third one is refused. The 3rd IDL client actually returns after the specified 1sec realizing he couldn't connect. So far so good.

The strange behavior starts now: even if I set backlog=0 on the C++ side, the server seems to queue one (not more) client, while servicing another.

Now my question: is there any way on the IDL side, to make the client realize he is only in a queue and abort?

If not, is there maybe a solution on the C++ side?

Thanks,
Holger