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Bug in function mg_close_connection when running WS server, no ssl? #1066

Open

hkhauke opened this issue on Mar 29, 2022 · 3 comments

hkhauke commented on Mar 29, 2022 • edited ▼

When using mg_close_connection on an active websocket server connection, the thread will not really end. The code is in civetweb.c, line 17804. Only setting the flag

```
conn->must_close = 1;
```

will not re-activate the listener thread which presumably hangs around in a recv or select.

I have modified the code at this position as follows:

```
if defined(USE_WEBSOCKET)
    if (conn->phys_ctx->context_type == CONTEXT_SERVER) {
        if (conn->in_websocket_handling) {
            /* Set close flag, so the server thread can exit. */
            conn->must_close = 1;

            // This is a fix to close a websocket server connection from within the
server
            /*
            return;
            */
        }
    }
    else if (conn->phys_ctx->context_type == CONTEXT_WS_CLIENT) {

        unsigned int i;
```

This will then fall through to the close_connection(conn); rather than returning immediately.

Or do I use the mg_close_connection in a wrong way?

Thank you!

hkhauke commented on Mar 29, 2022

Author

Ah, I think it is supposed to work in another way: mg_close_connection does not really close the connection, it just sets the flag to stop the connection. It will be closed than afterwards after a timeout. Is that "postrun" by intention?

bel2125 commented on Mar 30, 2022

Member

Yes, Websocket server are in a receive loop that can be in another thread, and you only set a flag to exit that loop.

hkhauke commented on Mar 30, 2022

Author

Thank you very much for the clarification,

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Development

No branches or pull requests

2 participants

