
zocket Documentation

Release 1.2.1

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May 28, 2015

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Contents:

class `zocket.tcp.TCPSocket` (*delegate=None, runloop=None*)

close (*err=None*)

Disconnect or stop accepting.

connect (*host, port, timeout=None*)

Try to establish a connection with host and port.

If a timeout is defined, after this timeout has been reached the TCPSocket will stop trying to connect and the `socket_connection_timeout` TCPSocketDelegate method will be called.

If the socket establishes the connection before the timeout `socket_did_connect` TCPSocketDelegate method will be called.

class `zocket.tcp.TCPSocketDelegate`

An instance of TCPSocket will call methods on its delegate object upon completing certain operations or when it encounters errors.

All instances of TCPSocket should have a delegate that optionally responds to these methods. A delegate should be seen as a connection controller.

socket_accepting (*sock, host, port*)

This method will be called when a socket is successfully listening on the host and port.

socket_address_in_use (*sock, host, port*)

This method will be called if the address you tried to accept on is already in use.

socket_address_refused (*sock, host, port*)

This method will be called if the address you tried to accept on is refused, this usually means you are trying to accept on a port <1024 without root privileges.

socket_connection_refused (*sock, host, port*)

The connection was refused

socket_connection_timeout (*sock, host, port*)

The socket timedout trying to connect to host and port.

socket_did_accept_new_socket (*sock, new_sock*)

An accept socket accepted a new socket.

socket_did_connect (*sock, host, port*)

The socket has connected with host and port.

socket_did_disconnect (*sock, err=None*)

A socket that was previously connected or listening has been closed.

Additionally an error on connecting could cause this delegate method to be called and the exception will be passed.

socket_did_secure (*sock*)

This method will be called when TLS negotiation is complete, and the rest of the connection will be secure. (Unless `sock.stop_tls` is called).

socket_read_data (*sock, data*)

The socket has received data.

socket_wants_runloop_for_new_socket (*sock, new_sock*)

If this method is not implemented then it will use the current runloop.

This method can be implemented so the socket can run on a separate thread from the accept socket by returning a different runloop running on a different thread.

socket_will_connect (*sock*)

The socket calls this method when it is about to connect to a remote socket.

Return True if the socket should continue to connect to the remote socket.

UDP

```
class zocket . udp . UDPSocket (delegate=None, runloop=None)
```

Indices and tables

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