Subject: Re: SCGI Class
Posted by Mindtraveller on Sat, 26 Mar 2011 22:00:20 GMT
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zsolt wrote on Sat, 26 March 2011 00:55BTW it will not solve the problem of long running SQL queries or doing some slow communication in the scgi process.

In such situations you will have to start a lot of scgi processes to be able to handle the traffic.

Increasing that number, just allows the scgi process to have a large backlog.
What if in the main cycle the the newly created client socket is processed in another thread while server socket is free to accept more connections?

```
while (run)
{ if  (serverSocket.Accept(&clientSocket)
  {
    GetThreadFromPoolAndProcess(clientSocket);
  }
}
```