

# TcpServer

This object allows you to create a TCP server, allowing you to listen to incoming connections.

## Functions

### TcpServer

Constructor function.

### Syntax

```
var myObject = new TcpServer(events);
```

### Arguments

1. events - (object) the events that can be called
  - onNewConnection - ([onNewConnection](#)) called when a client is trying to establish a connection

### Example

```
var myObject = new TcpServer();
```

```
var myObject = new TcpServer({
  onNewConnection: function()
  {
    Console.print("New client!");
  }
});
```

## Methods

### listen

Start listening for clients.

### Syntax

```
myObject.listen(address, port);
```

```
myObject.listen(address);
```

```
myObject.listen();
```

## Arguments

1. address - (string) the address where to listen (default: all network interfaces)
2. port - (integer) the port number (default: choose a port automatically)

## Returns

- (TcpServer) this TcpServer

## Exceptions

- (ListenError) unable to start listening

## waitForNewConnection

Freezes the execution until a new connection arrives or **waitTime** time elapsed.

## Syntax

```
myObject.waitForNewConnection(waitTime);
```

```
myObject.waitForNewConnection();
```

## Arguments

1. waitTime - (integer) the time to wait (milliseconds, default: 30000)

## Returns

- (TcpServer) this TcpServer

## Exceptions

- (WaitForNewConnectionError) waiting for new connection failed

## nextPendingConnection

Returns the next pending connection as a [Tcp](#) object that can be used to read and write to the client. You should store this object if you want to write to this client later.

### Syntax

```
myObject.nextPendingConnection();
```

### Returns

- (Tcp) the new client as a [Tcp](#) object

### Exceptions

- (NoPendingConnectionError) there is no pending connection

## address

Returns the ip address on which this server is listening.

### Syntax

```
myObject.address();
```

### Returns

- (string) the ip address on which this server is listening

## port

Returns the port used by this server.

### Syntax

```
myObject.port();
```

### Returns

- (integer) the port used by this server

## Events

### onNewConnection

Called when a new client has connected.

### Syntax

```
myObject.onNewConnection = function() {};
```

### Example

```
myObject.onNewConnection = function()  
{  
    var client = myObject.nextPendingConnection();  
  
    // do something with the client...  
};
```

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