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Subject: SocketEvent

Posted by [zaurus](#) on Mon, 25 Jun 2007 12:02:27 GMT

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Hi!

I found the SocketEvent class in socket.h, but don't really understand how it can be used. So far it looks to me that I can activate to get some kind of event in case there is a new connection on the server socket or if data arrives.

Anybody has some tips or a small example how to make use of this events?

Thanks for any hints.

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