
Subject: Re: Socket example?

Posted by [fudadmin](#) on Wed, 15 Aug 2007 02:51:02 GMT

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Could this help as a starting point for your server part:

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Web/Web.h>
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <P2PSocket/P2PSocket.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class SocketApp : public WithMainLay<TopWindow> {
    Socket sock;
public:
    void SSwitch();
    typedef SocketApp CLASSNAME;
    SocketApp();
};
```

```
void SocketApp::SSwitch()
```

```
{
    if (ssw==0) {
        sock.Close();
        PromptOK("4662 socket server CLOSED. You can check it with nmap command");
    }
    else if (ssw==1) {
        ServerSocket(sock, 4662, true, 5, false);
        PromptOK("4662 socket server OPENED. You can check it with nmap command");
    }
    else
        PromptOK("Warning: check your switch inits!");
}
```

```
SocketApp::SocketApp()
```

```
{
    CtrlLayout(*this, "P2PSocket Server");
    ssw.SetLabel(0, "STOP 4662");
    ssw.SetLabel(1, "START 4662");
    ssw=0;
```

```
    ssw.WhenAction = THISBACK(SSwitch);
```

```
    Sizeable().Zoomable();
```

```
}
```

```
GUI_APP_MAIN
```

```
{  
  SocketApp().Run();  
}
```

```
P2PSocket.lay:
```

```
LAYOUT(MainLay, 400, 200)
```

```
  ITEM(Switch, ssw, HSizePosZ(144, 172).VSizePosZ(68, 96))
```

```
END_LAYOUT
```