Subject: Re: Threading example for U++
Posted by mirek on Fri, 17 Aug 2007 17:45:26 GMT

bonami wrote on Fri, 10 August 2007 02:46i seriously need some advice how to implement my project.
a UDP client. interface is a thread i suppose. & i'd like my client to run in a thread. thus, i donno how to communicate b/t them. in my thread, i need to watch both the network socket and something between UI. if linux, i can select(), but in U++, what? i plan to use a std::queue which UI writes and my thread reads and this still seems not so fit into U++.
any suggestions? thank you very much

Why do not you just use "select" ?

Mirek