Hi there!

The trouble is, that instead of Unix / Linux, where the sockets are a built-in component of the OS and the file system, in Windows they are more like a hack glued to the OS by a few bits of adhesive tape. One of the implications of this is that you cannot mix socket and file handles, which you can freely do under Linux, another is that a socket handle, instead of a file handle, is not a valid object handle in the Windows sense to wait upon. So, wherever you need to do a

WaitForSingleObject

or a

MsgWaitForMultipleObjects

which includes a socket (typically in a web-enabled single-threaded GUI application you need to listen to sockets and check the message queue at the same time), you must create a proxy event. This is exactly what SocketEvent is for: you tell it to connect to a socket observing a certain socket action (or a combination thereof) and its event handle (inherited from the SyncObject class) can be then used in calls to the Wait functions. The WaitForSingleObject can be called via the SyncObject::Wait method. However, the multiple wait currently has no "elegant" wrapper in U++, you have to call it by yourself. I'll try to make for you a simple elegant example, the only real-life example I have is neither simple nor elegant and is not very likely to shed much light on this for you.

Regards

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