
Subject: Socket in a sock

Posted by [Paco](#) on Mon, 18 Aug 2008 22:09:25 GMT

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I am a new in Upp and tryng to adapt current running application VBdevelopped tu U++. The programm is a simple telnet client application. I can create a client socket, initialize connection an read the server answer. Until now everything is correct but now the client socket has to be continuously listening to the server and everytime data arrives it has to be extracted to update a string and displayed in a DocEdit widget. My question is : How can I implement such an application ? Has the socket an event that is fired the same moment data arrives ?? . Do I need to create a thread to continuously read the socket ? maybe a timer with a callback?

I read all forum topics where a socket is involved and got no solution Any example code out there ? The application is a RadioAmateur programm and the socket is listening to server continuously, the server send blocks of data called "spots".

Any help is very appreciated. Thank you very much.....
