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Subject: Re: Socket in a sock

Posted by [Paco](#) on Tue, 19 Aug 2008 18:22:14 GMT

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Thank's a lot captainc about your quick answer, I have read every post coming from you in this topic.

I am not sure if I need only one socket or at least 2 are needed as only few caracters have to be sent to the server.

My application is not a server, is a client that needs to connect to the server, wait for a login, then send 5 caracters and from now continuosly wait listening while the server sends packets of caracters, as they arrive the application has to detect the arrival, extract these caracters from the listening socket buffer and update a string that serves to update a DocEdit widget.

All this work has to be made without interrupting the other application works, like logging contacts to a database, moving a rotor antenna via com port, etc. not a continuos work, maybe a TimerCallback is the better option to read the buffer socket every 500 milliseconds

If you can use telnet, create a connection via TCP/IP with a server "dx.ea7urc.org" port 41112, as the server asks for login type "ea7cdu" (my radioamateur call) and then watch the telnet window (and suppose it is a DocEdit widget) for a few minutes, you will see what I mean. The application has to reproduce the telnet behavior.

If you can spend a few minutes you will teach me about to reproduce this behavior and I will thank you very much.

Hope to read you soon... Thank's again...

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