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Subject: How to create sockets that don't block the GUI?

Posted by [lectus](#) on Fri, 07 Dec 2012 12:38:45 GMT

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So far I was able to communicate between sockets, but my problem is that when there's intensive processing the GUI locks and I can't interact with it.

I'd like to have a socket in a while(1) loop while having the GUI fully functional.

Any ideas?

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