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

Posted by [nneilson](#) on Fri, 07 Dec 2012 14:01:20 GMT

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Also Zbych is correct that the transfer of data should be limited for transfer per second. Put a `Sleep(10);` between each transfer if necessary, slower computers take more time.

Remember each transfer is a line ending with `\0`, I transfer 50 'lines' at a time each second without a problem.

It's the make/break of the connection that takes time as the actual transfer is very fast.

The socket is used to transfer data from a C++ app to a Java GUI app with less than 5% CPU usage.

This may not directly relate to your GUI lock but the concepts may help.

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