Subject: Re: How to create sockets that don't block the GUI?
Posted by lectus on Fri, 07 Dec 2012 15:00:24 GMT

nlneilson wrote on Fri, 07 December 2012 09:01Also 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 that 5% CPU usage.

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

Yes, every detail is great help. Thanks.

What do you mean that line ending is \0. Isn't it \n?