Subject: Re: How to create sockets that don't block the GUI?
Posted by Alexander_Ag on Wed, 20 Mar 2013 20:28:37 GMT

lectus wrote on Fri, 07 December 2012 16:38So 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?

Very interesting topic - can anyone give a sample code with GUI that use TcpSocket as server, i just begin work around sockets.
For example http://www.ultimatepp.org/reference$SocketServer$en-us.html but with GUI.