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

Posted by [dolik.rce](#) on Thu, 21 Mar 2013 05:57:08 GMT

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Alexander_Ag wrote on Wed, 20 March 2013 21:28lectus 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](http://www.ultimatepp.org/reference$SocketServer$en-us.html) but with GUI.

It works the same way as any other time consuming process. You just have to make sure that you call `Ctrl::ProcessEvents()` from time to time to update the GUI. In case of sockets you might want to lower the timeout, so the loop executes faster and call `ProcessEvents` in each iteration.

Alternatively, use two separate threads...

Best regards,
Honza