steffen wrote on Tue, 23 April 2013 09:57To let the server send notifications to the client,

Have you considered having a server and client at each end?

This is my client code:
```
String snd(String r, int a){
 TcpSocket s;
 if(!s.Connect("127.0.0.1", 11811)) {
    return "x";
 }

 s.Put(r + "\n\0");
 if(a==1){
    String st = s.GetLine();
    return st;
 }
 return "y";
}
```

so it is just
snd(data, 0); // or 1
If there is no immediate response expected from the server it's 0
If there to be a response it's 1 for the GetLine()

That way there is no time lost.

AFAIK there is almost no overhead for the threads, servers and clients when no data is being transferred.

polling, timeout, etc. I like to stay away from if possible.