Subject: Re: Is it possible to use Core/Rpc in non blocking mode? Posted by nlneilson on Tue, 23 Apr 2013 19:25:57 GMT

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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.