
Subject: Need a working simple example of using sockets with GUI in U++
Posted by [lectus](#) on Wed, 31 Jul 2013 01:24:23 GMT

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I tried everything, but it isn't straight forward for me.

This really needs a simple example. I understand sockets in console, but in GUI it seems you need to use threads.

How can you build a simple TCP/IP GUI chat that can act as client or server and send/receive messages?

Thanks
