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Subject: Re: Need a working simple example of using sockets with GUI in U++  
Posted by [koldo](#) on Mon, 05 Aug 2013 07:40:03 GMT

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Hello Lectus

Few weeks ago I began to prepare some functions to communicate different programs in different computers using sockets (in plain words, I am a dummy in sockets ).

Based in U++ Reference/SocketClient and SocketServer it was very simple. It is also very easy to use threads in U++ (just following a couple of simple rules: 1. debug your code before being multithreaded, 2. do not share variables but if you do it, use for example INTERLOCKED), so including in the same program the client and a multi threaded server has been straightforward.

Where are the problems you find?

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