
Subject: Re: Need a working simple example of using sockets with GUI in U++
Posted by [Oblivion](#) on Mon, 05 Aug 2013 21:06:09 GMT

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koldo wrote on Mon, 05 August 2013 10:40Hello 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?

Hello Koldo, I agree Lectus.

IMO, it is generally a better practice to use sockets with threads in a GUI application, but U++ needs a basic single-threaded non-blocking client/server socket example too. While I can use a traditional low level platform dependent socket routines to handle nonblocking socket operations, I have to admit that I find U++ TcpSocket class a bit confusing. A code snippet or a barebone example on, say, how to handle basic nonblocking read()/Get() and write()/put() operations with TcpSocket, and how to cancel or do "other stuff" when socket would block (e.g, canceling the operation) would be really useful.

Regards.
