Subject: Re: How to create sockets that don't block the GUI?
Posted by ManfredHerr on Tue, 18 Feb 2014 11:00:13 GMT
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transfer? Sockets can be read like a file. If you try to read a huge file in a GUI application then your GUI is inresponsive as long as you read the file. For your intensive data stream the same happens. As long as data is coming in the process is busy; too busy to process User Input. One option is to control the data stream by something like XON/XOFF. So you can handle the User Input with equal or even higher priority than data transfer.