
Subject: Re: GUI and Thread

Posted by [lovmy](#) on Fri, 25 Nov 2016 09:21:47 GMT

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Hi !

OK it's work.

I have just a little problem, i want into my thread write into the LineEdit the data received in a socket connexion.

If i have in .h file:

```
static TcpSocket connexion;
```

and

```
void Processus( bool *boucle, LineEdit *l )
{
    while( boucle )
    {
        char ServerResponse[10];
        ConnexionTCP::connexion.Get(ServerResponse, 10);
        GuiLock __;
        ...
    }
}
```

I have undefined error in linking in other method of my class:

```
void ConnexionTCP::fermerConnexion( void )
{
    if( connexion.IsOpen() )
        connexion.Close();
}
```

If i remove "static", i have no error but i can't acces to connexion into my thread.

I thing it's probably a C++ syntax error but can you help me ?

Thank you !!!
