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 *I)
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 !!!
```