
Subject: Adding a socket to a GUI application
Posted by [Giorgio](#) on Mon, 22 May 2017 08:15:56 GMT
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Hi there,

I have my application with its GUI that connects to a db and makes stuff. It goes ok. Now I need the ability for the application to listen to a port and, when it receives a specific command, the application needs to modify its behaviour.

My main.cpp is like this

```
#include <CtrlLib/CtrlLib.h>
#include <Sql/sch_schema.h>
#include <Sql/sch_source.h>
//Other includes

using namespace Upp;

GUI_APP_MAIN
{
    String User, Pass, Schema, IP;
    int port;

    User = "foo";
    Pass = "bar";
    Schema = "test";
    IP = "192.168.1.2";
    port = 3306;

    //Connection to the DB
    MySqlSession session;
    if(err_conn = session.Connect(User, Pass, Schema, IP, port)) {
        SQL = session;
        SqlSchema sch(MY_SQL);
        All_Tables(sch);
    }
    else {
        SetExitCode(1);
    }

    //Main window of the GUI
    HomeScreen hs;
    hs.Run();

}
```

I have no experience in sockets, but my guts tell me that I have to fork somewhere before the

.Run() command.

Any suggestion (including links to relevant documentation and RTFM) is appreciated.

Regards,

Gio
