Subject: Re: Adding a socket to a GUI application
Posted by nlneilson on Tue, 23 May 2017 05:06:47 GMT
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Hi
read the threads in the forum:
U++ MT-multithreading and servers.
and try a search in the upp forums for sockets.
Also do a google search on the internet for sockets.
Whether you have a gui app or not the operation of sockets is basically the same.
I use a socket to communicate from a upp c++ app with a Java app. If you stay within C++ it is a
bit easier but the concept is the same. I think there is an example that comes with upp for the
socket server and a client.

It will be interesting to see what you come up with for your db.

Neil
edit:
"I have to fork somewhere before the .Run() "
You may need to run the server code in a separate thread.