
Subject: Re: Help needed with link errors (serversocket)

Posted by [Oblivion](#) on Wed, 12 Jul 2017 09:43:02 GMT

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Hello imos, and welcome!

Web package is deprecated. AFAIK, it is kept for historical reasons.

You can use TcpSocket for socket operations.

There is a client/server example in Examples section:

Server: [http://www.ultimatepp.org/reference\\$SocketServer\\$en-us.html](http://www.ultimatepp.org/reference$SocketServer$en-us.html)

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
    TcpSocket server;
```

```
    if(!server.Listen(3214, 5)) {
```

```
        Cout() << "Unable to initialize server socket!\n";
```

```
        SetExitCode(1);
```

```
        return;
```

```
    }
```

```
    Cout() << "Waiting for requests..\n";
```

```
    for(;;) {
```

```
        TcpSocket s;
```

```
        if(s.Accept(server)) {
```

```
            String w = s.GetLine();
```

```
            Cout() << "Request: " << w << " from: " << s.GetPeerAddr() << '\n';
```

```

    if(w == "time")
        s.Put(AsString(GetSysTime()));
    else
        s.Put(AsString(3 * atoi(~w)));
    s.Put("\n");
}
}
}

```

Client: [http://www.ultimatepp.org/reference\\$SocketClient\\$en-us.html](http://www.ultimatepp.org/reference$SocketClient$en-us.html)

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
String Request(const String& r)
```

```

{
    TcpSocket s;
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    s.Put(r + '\n');
}

```

```
    return s.GetLine();  
}
```

```
// Start reference/SocketServer before starting this program
```

```
CONSOLE_APP_MAIN
```

```
{  
    Cout() << Request("time") << '\n';  
    Cout() << Request("33") << '\n';  
}
```

Best regards,
Oblivion
