Subject: Re: Adding a socket to a GUI application
Posted by Oblivion on Wed, 26 Sep 2018 20:03:59 GMT
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Hello Giorgio,

I'm afraid (as it'll make things somewhat complicated) what you seem to need is a socket in non-blocking mode.
Yet, there might be a simple solution for the test code you've provided:

```
void tagidSocket()
{
 TcpSocket server;
 if(!server.Listen(23456, 5)) {
  RLOG("Unable to initialize server socket");
  return;
 }
 RLOG("Socket started, waiting for requests...");
 try {
  while(!Thread::IsShutdownThreads()) {
   TcpSocket s;
   s.WhenWait = [=]
   {
    if(Thread::IsShutdownThreads())
     throw Exc("Thread is shut down.");
   };
   if(s.Accept(server)) {
    String w = s.GetLine();
    RLOG("Request: " + w + " from: " + s.GetPeerAddr() + '\n');
    if(w == "time")
     s.Put(AsString(GetSysTime()));
    else
     s.Put(AsString(3 * atoi(~w)));
    s.Put("\n");

   }
  }
 }
 catch(const Exc& e) {
  RLOG(e);
 }
}
```

Now, the above code should work. But I can't guarantee it will continue to work in a complex code.
That's why you need to get yourself familiar with non-blocking operations.

Best regards,
Oblivion