Subject: Socket review and reimplementation
Posted by fallingdutch on Mon, 02 Apr 2007 12:37:29 GMT
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At the moment i am having a look at the current implementation of Sockets in Ultimate++.

I am thinking of rewriting the Sockets but not without asking you about your ideas.

I have talked to Tom and Mirek and the current plan looks like this:

a basic socket class with minimal function, derived classes like TcpSocket and UdpSocket with extended functionality.

When using CtrlCore (Gui Applications) Ultimate++ can handle (if wished) receiving and sending of data and will call a callback when data arrived or when data was sent.
So you won't have to take care about select or WaitForMultipleObject yourself.

There are also thought about adding Sockets to Core.

Any Ideas are very welcome
Bas