Subject: SocketEvent
Posted by zaurus on Mon, 25 Jun 2007 12:02:27 GMT
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Hi!

I found the SocketEvent class in socket.h, but don't really understand how it can be used. So far it looks to me that I can activate to get some kind of event in case there is a new connection on the server socket or if data arrives.

Anybody has some tips or a small example how to make use of this events?

Thanks for any hints.

Subject: Re: SocketEvent
Posted by captainc on Mon, 14 Jan 2008 14:15:55 GMT
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I too would like to know this.

--bump--

Subject: Re: SocketEvent
Posted by rylek on Tue, 15 Jan 2008 07:56:57 GMT
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Hi there!

The trouble is, that instead of Unix / Linux, where the sockets are a built-in component of the OS and the file system, in Windows they are more like a hack glued to the OS by a few bits of adhesive tape. One of the implications of this is that you cannot mix socket and file handles, which you can freely do under Linux, another is that a socket handle, instead of a file handle, is not a valid object handle in the Windows sense to wait upon. So, wherever you need to do a

WaitForSingleObject

or a

MsgWaitForMultipleObjects

which includes a socket (typically in a web-enabled single-threaded GUI application you need to listen to sockets and check the message queue at the same time), you must create a proxy event. This is exactly what SocketEvent is for: you tell it to connect to a socket observing a certain socket action (or a combination thereof) and its event handle (inherited from the SyncObject class) can be then used in calls to the Wait functions. The WaitForSingleObject can be called via the

SyncObject::Wait method. However, the multiple wait currently has no "elegant" wrapper in U++, you have to call it by yourself. I'll try to make for you a simple elegant example, the only real-life example I have is neither simple nor elegant and is not very likely to shed much light on this for you.

Regards

Tomas

Subject: Re: SocketEvent
Posted by captainc on Tue, 15 Jan 2008 13:21:41 GMT
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rylek, thanks for the explanation, it makes much sense. I look forward to the example.

Subject: Re: SocketEvent
Posted by bonami on Wed, 16 Jan 2008 01:55:33 GMT
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did not see carefully what U R talking about. donno whether WSAEventSelect is relevant to this.