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Subject: Re: Threading example for U++

Posted by [bonami](#) on Fri, 10 Aug 2007 06:46:10 GMT

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i seriously need some advice how to implement my project.

a UDP client. interface is a thread i suppose. & i'd like my client to run in a thread. thus, i donno how to communicate b/t them. in my thread, i need to watch both the network socket and something between UI. if linux, i can select(), but in U++, what? i plan to use a std::queue which UI writes and my thread reads and this still seems not so fit into U++.

any suggestions? thank you very much

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