Subject: How to send msg to specific IP ?
Posted by MohamedMonem on Thu, 17 Sep 2009 08:45:04 GMT
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Hello all,

I made a simple server-client application and the server can accept many clients every time I extract the IP of each client, now how can I Send Msg to specific IP ?!!

Thanks in advance.

Subject: Re: How to send msg to specific IP ?
Posted by mirek on Thu, 17 Sep 2009 15:27:08 GMT
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MohamedMonem wrote on Thu, 17 September 2009 04:45Hello all,

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Do you use 'accept' classics?

Subject: Re: How to send msg to specific IP ?
Posted by MohamedMonem on Thu, 17 Sep 2009 17:57:21 GMT
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luzr wrote on Thu, 17 September 2009 17:27MohamedMonem wrote on Thu, 17 September 2009 04:45Hello all,

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Do you use 'accept' classics?

Could you explain more what is 'accept' classics ?

this is what i do

```
void App::AcceptClients()
{
 while(m_listener.IsOpen())
```

```
 {
  Socket TempSocket;
  dword ClientIp;
  if(!m_listener.IsError() && m_listener.Accept(TempSocket, &ClientIp))
  {
   String Ip = FormatIP(ClientIp);
   m_clients[Ip] = TempSocket;
  }
 }
}
```

m_clients is map<String, Socket, less<String> >

I tried to store socket for each client but this failed I get this error.

Quote:
rror C2558: class 'Upp::Socket' : no copy constructor available or c
 opy constructor is declared 'explicit'

I think there are some way to send Msg to specific IP, I can easily store IPs.

thanks in advance.

Subject: Re: How to send msg to specific IP ?
Posted by mirek on Fri, 18 Sep 2009 09:35:03 GMT
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MohamedMonem wrote on Thu, 17 September 2009 13:57luzr wrote on Thu, 17 September 2009 17:27MohamedMonem wrote on Thu, 17 September 2009 04:45Hello all,

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No, that is not how things work. You have to communicate with socket you get in Accept. At that moment, IP is not really interesting to you.

Now what you really need is to provide your 'target' socket in Accept. "One" can be really helpful there.

Now things get really nasty if you would need more than communication opened simultanously. In that case, you will have to choose some context/synchronization system and perhaps Select...
