

Can vfp realize such multi-threading program(winsock)?

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Hi, everyone,

I want to write a winsocket system to transfer certain messages between two remote computers.

Client transfers a data package to server part, and wait the response from the server,

if server dispose the data package successful, then sends a ok message to client.

if client gets this ok message, begin to do other part the program. the following is part of the program:

In winsocket client:

&&Form has a commandbutton named send and a winsock olecontrol named clientSock

&&TranOk is property of form, records whether a data package is disposed by server successful

&&Click event of send commandbutton

```
#Define EOT Chr(4)+Chr(3) &&End of Text
```

```
#DEFINE EOFILE CHR(4)+CHR(6)+CHR(3) &&whether file has been transfered successfully
```

```
#DEFINE SFILE CHR(6)+CHR(3)+CHR(4) &&whether transferring file
```

```
LOCAL lcFileName,lcStr,RetVal,fHand,lcFsize,lCnt,tCnt
```

```
With ThisForm.ClientSock
```

```
If .state = 7 THEN
```

```
RetVal=GETFILE()
```

```
IF EMPTY(RetVal) THEN
```

```
RETURN
```

```
ENDIF
```

```
lcFileName=RIGHT(RetVal,LEN(RetVal)-RAT('\',RetVal))
```

```
ThisForm.Tranok =.F. && TranOk
```

```
.SendData(SFILE+lcFileName+EOT)&& No connection, no send
```

```
DO WHILE .T.
```

```
DOEVENTS
```

```
IF ThisForm.TranOk THEN
```

```
EXIT
```

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```
ENDIF
INKEY(.01)
IF .Object.State<>7 THEN
WAIT WINDOW "Êÿ¾4Ý'«ËÍ'îó!" NoWait
Return
ENDIF
ENDDO
&& do other code. if not ThisForm.TranOk, waiting in the before code
&&.....
&&.....
ENDWITH
&&End of Click Event
```

&&in dataArrival event of clientsock of clientform

```
Lparameters tnByteCount
#Define EOFILE Chr(4)+Chr(6)+Chr(3)
#Define EOT Chr(4)+Chr(3)
#Define FILEOK Chr(2)+Chr(6)+Chr(5)
Local lcBuffer
lcBuffer = Space(tnByteCount)
```

- * This gets the data from the socket. It happens, that the data
- * isn't received in a single rush. Thus we use a EOT (end of transmission)
- * sign to be sure, the data is complete. Until we get this, the data is stuffed
- * into cRecieveBuffer.

```
This.GetData( @lcBuffer, , tnByteCount )
If Left(lcBuffer,3)=FILEOK Then && waiting for server transfers OK message,
&& if ok,do other code of click event of
send commandbutton
Thisform.tranOk=.T.
Return
Endif
&& end of dataArrival
```

In Winsock Server:

&&part of code in dataArrival of serverSock

```
Lparameters tnByteCount
#Define EOT Chr(4)+Chr(3)
#Define EOFILE Chr(4)+Chr(6)+Chr(3)
#Define SFILE Chr(6)+Chr(3)+Chr(4)
#Define FILEOK CHR(2)+CHR(6)+CHR(5)
Local lcBuffer,lcFhand
lcBuffer = Space(tnByteCount)
```

- * This gets the data from the socket. It can happen, that the data isn't
- * received in a single rush. Thus we need a EOT (end of transmission)
- * sign to be sure, the data is complete. Until we get this, the data
- * is stuffed into cReceiveBuffer.

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```
INKEY(.01)
This.GetData( @lcBuffer, , tnByteCount )
IF ThisForm.SendFile Or LEFT(lcBuffer,3)=SFILE THEN

ThisForm.SendFile=.T.
IF LEFT(lcBuffer,3)=SFILE THEN
ThisForm.FileName=SUBSTR(lcBuffer,4)
IF RIGHT(ThisForm.FileName,2)=EOT THEN
ThisForm.FileName=LEFT(thisform.FileName,LEN(ThisForm.FileName)-2)
ENDIF
IF FILE(ADDBS(GETENV("TEMP"))+ThisForm.FileName) THEN
TRY
DELETE FILE (ADDBS(GETENV("TEMP"))+ThisForm.FileName)
CATCH
FINALLY
ENDTRY
ENDIF
This.sendData(FILEOK)
ELSE
IF NOT FILE(ADDBS(GETENV("TEMP"))+ThisForm.FileName) THEN
lcFhand=FCREATE(ADDBS(GETENV("TEMP"))+ThisForm.FileName)
ELSE
lcFhand=FOPEN(ADDBS(GETENV("TEMP"))+ThisForm.FileName,2)
ENDIF
IF Right(lcBuffer,3) <> EOFILE THEN
FWRITE(lcFhand,lcBuffer)
This.sendData(FILEOK)
ELSE
FWRITE(lcFhand,LEFT(lcBuffer,LEN(lcBuffer)-3))
This.sendData(FILEOK)
With Thisform.EditOut
.Value = .Value + "%ÔÏ¼pÒ»Ä¼p³É!"+thisform.filename + Chr(13) +
Chr(10)
ThisForm.SendFile=.F.
.Refresh()
Endwith
ENDIF
=FCLOSE(lcFhand)
ENDIF
ELSE
&&.....
ENDIF
&&.....
```

The problem is in client part of windows, if that thread is disposing sending data package to server part, it won't have time to dispose dataArrival events which indicates whether data transfer ok!

it always stay in:

```
DO WHILE .T.
DOEVENTS
IF ThisForm.TranOk THEN
```

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```
EXIT
ENDIF
INKEY(.01)
IF .Object.State<>7 THEN
WAIT WINDOW "Ëÿ¼Ý'«ËÍ'íó!" NoWait
Return
ENDIF
ENDDO
how can let cpu assign time to dispose dataArrival events of cliensock?
```

Any ideas is greatly appreciated!

Best Regards
Chuen

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- *Follow-Ups:*
 - ◆ *Re: Can vfp realize such multi-threading program(winsock)?*
◇ *From: Christian Ehlscheid*
 - Prev by Date: *Re: Screen blank*
 - Next by Date: *Re: Test for existance of field*
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