

Re: Multi-threading with multi-port server

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- *From:* "Scott McPhillips [MVP]" <org-dot-mvps-at-scottmcp>
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"Rehmet" <rgnurrahmat@xxxxxxxx> wrote in message
<news:8f9b7615-8252-4661-9949-8812b735aa00@xx>

Hi guys,

Can I ask your guidance on how to implement server with multi-threading and multi-port? meaning, I would like my server to receive audio and video in different ports, and they run concurrently and send the data to clients.

I am so lost, because I would mess up my .accept and .listen and setparent if i have videocket and audiosocket object. I tried and it just froze.

You don't need multiple threads to handle multiple socket ports. If you use asynchronous sockets then all socket calls return quickly and you can run several sockets concurrently in the main thread.

Whatever you are using for a socket library, see if it supports asynchronous (i.e. non-blocking) sockets. These are available from MFC CAsyncSocket, or from winsock if you use WSAAsyncSelect or WSAEventSelect.

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Scott McPhillips [VC++ MVP]

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