

Re: Joe's AsyncSocket Example

connects to one server, but that's only because I wanted a simple GUI interface. But as far as I know, there's nothing in the code that limits a client in any way.
joe

On Tue, 25 Mar 2008 08:28:34 -0500, "asellon" <patrio...@xxxxxxx> wrote:

Joe,
I have a need to connect a single application to 2 servers. So, I need a client application that has 2 client sockets. Do you foresee any issues with using the current clientsocket from your example in this manner? The plan is to use a little of your server style code and maintain a DWORDArray of the thread ids(which will be two of them) and then use the functions pretty much as is.

I guess the whole point is in the case of using the client socket code, what needs to be considered to run two client socket threads in the same client?
Anything special to consider?

thanks

Andy

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