// dealer\_cli.cpp: 定义控制台应用程序的入口点。

//

#include "stdafx.h"

#include "zmq.h"

#include "zmq\_utils.h"

#include "zhelper.h"

#include "json\json.h"

#include <json\config.h>

#include <fstream>

int main()

{

void \*context = zmq\_ctx\_new();

void \*client = zmq\_socket(context, ZMQ\_DEALER);

char identity[10] = { 0 };

sprintf(identity, "%04X-%04X", randof(0x10000), randof(0x10000));

zmq\_setsockopt(client, ZMQ\_IDENTITY, identity, strlen(identity));

zmq\_connect(client, "tcp://192.168.1.102:6001");

zmq\_pollitem\_t items[] = { { client,0,ZMQ\_POLLIN,0 } };

int request\_nbr = 0;

zmq\_msg\_t msg\_send;

while (1) {

zmq\_msg\_t msg\_recv;

int centitick;

// for (centitick = 0; centitick < 1; centitick++) {

zmq\_poll(items, 1, 1);

if (items[0].revents & ZMQ\_POLLIN) {

zmq\_msg\_init(&msg\_recv);

zmq\_msg\_recv(&msg\_recv, client, 0);

printf("recv msg ==== %s\n", (char \*)zmq\_msg\_data(&msg\_recv));

}

// }

zmq\_msg\_close(&msg\_recv);

zmq\_msg\_init(&msg\_send);

char send[100] = { "dealer data" };

zmq\_send(client, "", 0, ZMQ\_SNDMORE);

zmq\_send(client, send, strlen(send) + 1, 0);

Sleep(1000);

zmq\_msg\_close(&msg\_send);

}

zmq\_ctx\_destroy(context);

return 0;

}