

**From:** LiveCode Customer Support support@runrev.com  
**Subject:** Re: [Ticket#2018090710001598] LiveStream Supported User - Is it possible to use the LiveCode Server as a local standalone server c [...]  
**Date:** September 14, 2018 at 7:28 AM  
**To:** Lloyd.Merithew@knowledge2share.com

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Dear Lloyd Merithew,

Thank you for your request.

Would having a standalone engine running in the background and accepting socket connections rather than server which doesn't have a runloop be an option?

LiveCode does have sockets. There is a lesson here, it is not exactly what you need but might be useful as an introduction to sockets in LiveCode.

<http://lessons.livecode.com/m/4071/l/12924-how-to-communicate-with-other-applications-using-sockets>

You can also find our general server lessons here.

<http://lessons.livecode.com/m/4070>

Please let us know if we can be of any further assistance.

Kind regards

Elanor

09/07/2018 18:23 - Lloyd.Merithew@knowledge2share.com wrote:

I am considering using LiveCode instead of Meteor/Node as a local server using a LiveCode desktop app as the client to the local hosted LiveCode Server. Because there are some many security risks using Javascript and HTML (targets of hackers), I wanted to use a custom communications protocol and non-javascript to communicate with a server. Eventually I would like to structure the system be be a hosted server and local LiveCode client -mobile or desktop. Think like a Meteor app that uses Node, miniMongo and Mongo but only pure LiveCode. The client would receive Jason data from the server while the server would be listening for command instructions on a secure port. Is there a version of the LiveCode server that will doesn't need to be used in the CGI mode with an HTML server? Can I write to a server API using native LiveCode without creating an LC file and sending the file to the server?

Best Regards,  
Lloyd

Elanor Buchanan

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LiveCode Support Team ~ <http://www.livecode.com>  
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