



## How to use the Internet Chat.rev example

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2 posts • Page 1 of 1

### How to use the Internet Chat.rev example



by **a-revuser** » Fri Feb 04, 2011 4:01 pm

As it is packaged, the two stacks need to be separated and compiled as two exe files.

Assume the Chat Server is placed on the remote server somewhere on the internet using the following fictional address

<ftp://ftp.aldxxx.com/> (as shown on the top of the IE web browser that looks at the server folder)

First, how do you run it? If I click on it, it asks to run or save. I run it and the program loads and displays on the screen.

Is that supposed to happen?

what do I type into the host: box (localhost is in there at the moment and nothing happens when the message is sent)?

Everything appears to work when SERVER and CLIENT are on the same computer, but not much point in that>

Any help appreciated.

**a-revuser**

Posts: 23

Joined: Fri Dec 04, 2009 10:23 am

### Re: How to use the Internet Chat.rev example



by **BvG** » Fri Feb 04, 2011 6:12 pm

If you enter an ftp url into your browser, that has nothing to do with what you're trying to do, so maybe I misunderstood that?

You need to use the url or ip of the server, and attach the port that the stack uses to that.

**BvG**

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for example, the server is running on one computer, that has the ip 192.168.1.2 and the stack is accepting connections on port 12345.

Location: Zurich

Contact: 

On the client, you then make it connect to 192.16.1.2:12345. It should not matter where the client or the server is running, as long as you know the address, and the server is reachable from the client (so they're not on separated subnets).

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Various teststacks and stuff:

<http://bjoernke.com>

Chat with other RunRev developers:

[#livecode](https://chat.freenode.net:6666)



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2 posts • Page **1** of **1**

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