

# Connect

```

:

BOOL Connect (LPCTSTR ip, LPCTSTR port, LPCTSTR id, void (_stdcall *func)(LPCTSTR msg))

```

Connect .

LPCTSTR ip	IP-	<div>CString port = "900";  CString ip = "127.0.0.1";  CString id = "2";  BOOL IsConnect = Connect(ip, port, id, myfunc);  if (!IsConnect) {      //      AfxMessageBox("Error");  }</div>
LPCTSTR port	TCP/IP,	
LPCTSTR id		
_stdcall *func)(LPCTSTR msg))	Callback-,	

TRUE, , FALSE.

, , Callback-.

Callback-:

```

void _stdcall myfunc(LPCTSTR str)

{

    printf("\r\nReceived:%s\r\n\r\n",str);

}

```



Void\_stdcall myfunc ( ).