RealThinClient (RTC) SDK v9.50 for D7-D10.4 Sydney Full Source

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RealThinClient SDK is described to be a versatile as well as a modular framework which is available for the construction of a reliable as well as a scalable cross platform software along with the Delphi and it is designed for the internet with the use of the HTTP/S, and has the ability to use a complete IPv4 along with the service of IPv6, and at the same time it is a built-in multi-threading, a stress tested in order to guarantee the maximum stability for its users on developers. By the employment of the non-blocking event-driven communication as well as the built-in thread pooling, the software is basically created with the RealThinClient SDK and it has the ability to manage tens and thousands of connections that are active with the use of a restricted number of threads at a surrounding on the platform which is supported. It should be noted that RealThinClient SDK is basically a modular as well as a flexible framework which is available for the construction of a reliable as well as a scalable software which is a cross-platform.

RealThinClient (RTC) SDK Great Features:

It has the following features and attributes that are stated as below such as:

- It is considered to be a flexible as well as a modular framework available for the creation of a reliable as well as a scalable platform.
- Everything that the user does with the RealThinClient SDK is basically component based while the code that the user needs to write is generally defined as an event.
- It normally uses the HTTP for the process of communication.
- It has the ability to target the windows, Android, Mac OS, iOS, right from a single code base which is available.

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