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Subject: Checking socket connection after send.

Posted by [captainc](#) on Wed, 20 Feb 2008 15:51:38 GMT

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I need to find the best way to check if data was sent & received successfully without implementing a return message by the receiving side. My thought has been to write the message to the socket, see if I can still write to the socket, and if I can, I can know that the message was sent successfully without transmission interruption. If I can't still write, then I know that the connection has closed prematurely. Also, I will check for errors, but the `IsError()` function has not detected dropped connections for me.

This would look something like:

```
socket.Write(message);
if(socket.PeekWrite()){
    socket.Close();
    return true; //
}else{
    socket.Close();
    return false;
}
```

Is this correct? Wouldn't the `Write()` method cause a Socket Error to be set if it could not write the whole message?

Am I interpreting `PeekWrite` correctly? Does it check to see if the socket is writable or if there is content waiting to be written?

Also, what does `PeekAbort()` do?

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