Subject: Socket - send multiple lines
Posted by nlneilson on Tue, 09 Nov 2010 22:25:47 GMT
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I have been using a socket client that works OK but just sends/receives a line at a time.

I would like to send about 50 lines at a time, ~2KB
I suppose this would be the same as sending a text file.

```
#ifndef _ConnSock_ConnSock_h_
#define _ConnSock_ConnSock_h_

#include <Web/Web.h>

using namespace Upp;

String snd(String r, int a){
 Socket s;
 if(!ClientSocket(s, "127.0.0.1", 5024)) {
    return "x";
 }
 s.Write(r + '\n');
 if(a==1){
        String st = s.ReadUntil('\n');
    return st;
 }
 return "y";
}
#endif
```

if(a==1) a String will be returned by the server, just a comma delimited line, otherwise no ReadUntil.

On the slowest machine Sleep(5) is required between lines or a printout from the server shows some lines are out of sequence or dropped.

Is there an example in upp that shows how to send several lines??

edit: The server is in Java and has:
inRd = new BufferedReader(new InputStreamReader(client.getInputStream()));
I can parse the buffer into lines there.

Neil