
Subject: Re: Socket - send multiple lines
Posted by [dolik.rce](#) on Wed, 10 Nov 2010 21:10:21 GMT
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Hi Neil,

Simple trick I used in similar situation:

```
String Escape(const char* q) {
```

```
    String esc;  
    for(;*q;q++){  
        if(*q=='\\') esc.Cat("\\\\");  
        else if(*q=='\n') esc.Cat("\\n");  
        else esc.Cat(*q);  
    }  
    return esc;  
}
```

```
String Unescape(const char* q){  
    String unesc;  
    for(;*q;q++) if(*q == '\\'){  
        if(*(q+1)=='n'){unesc.Cat("\n");q++;}  
        else if(*(q+1)=='\\'){unesc.Cat("\\");q++;}  
        else unesc.Cat(*q);  
    }else unesc.Cat(*q);  
    return unesc;  
}
```

//Example usage:

```
String manylines="line 1\nline 2\nline 3\n";
```

```
String singleline=Escape(manylines); //this can be send using your single line code without major changes
```

//on the other side just call:

```
String str=Unescape(s.ReadUntil("\n"));
```

Note that this is only a workaround and requires you can change source of both client and server, but for me at that time it was the quickest solution

Regarding the question in your other post: You can use any C++ in U++ without problems. Note though, that using C++ sockets directly, you will loose the multiplatform behavior. Also, usually the stuff you need is already available in U++ even if you don't see it at first I am not familiar enough with the socket stuff to really help you, but hopefully someone else here will be able to point you in the right direction...

Best regards,
Honza
