Subject: Re: How to create sockets that don't block the GUI?
Posted by nlneilson on Fri, 07 Dec 2012 16:30:10 GMT
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Actually what is being sent is a string of char not a line but it is often referred to as "sending a line".
A String has \0 at the end, NUL terminated.
Note in my previous post I have 'lines' as they were separate lines before adding all the char to the buf to be sent/received.

I have a char buf of 3000
I just add the char and only at the end is there \0

Sometime the only thing sent from the client is "+" which is actually '+' \0 or 43 0 or 0x2B 0x0
The server returns the latitude and longitude of the center in the Java app.

For tracking up to 50 objects with lat, lon, alt, ID, etc then all that data for all 50 is added to the char buf then ended with \0.
On the server the \0 means just that, the end.
So if the buf contains 2000 char and then just + \0 is sent the rest of the buf is ignored and not even sent as \0 means THE END.

A better definition would be a C string.
http://stackoverflow.com/questions/10943033/why-are-strings- in-c-usually-terminated-with-0

(Line feed, '\n', 0x0A, 10 in decimal)
So '\n' is just ch = 10;
When that is sent through a socket that is all it is.
How it is dealt with on receiving can be handled.

NULL is same as '\0' which is same as 0x0 or 0