
Subject: Re: Socket Communication 101

Posted by [nneilson](#) on Fri, 14 Dec 2012 09:07:57 GMT

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mirek wrote on Fri, 07 December 2012 11:14
nneilson wrote on Fri, 07 December 2012 13:45
Each sock.Put would be a different connect/disconnect, not good.

What makes you think that?

Mirek

Let me clarify what I meant.

Once a client and a server get connected that is fine and can stay connected even when nothing is being sent.

"Each sock.Put would be a different packet."
instead of connect/disconnect

AFAIR, going back to tinkering with sockets in Python, the amount of data sent in a large number of packets before errors is much less than the same amount of data sent in a single packet in the same amount of time.

Maybe something similar is uploading data to a server.

FileZilla does not have the ability to zip/unzip.

I tried uploading a directory/sub directories with several hundred files, took forever. The zip size is very close to the unzipped.

Zip it up and it went fairly fast and on the server I could unzip it with cpanel.

The biggest chunk I usually send is about 1GB and over 16,000 files. This of course is not a "socket" but it may be comparable to some extent.

I don't have any test data from before but I think the large packet was much faster than a large number of packets.

Maybe lectus has some information on this.
