

---

Subject: Re: How to create sockets that don't block the GUI?

Posted by [nlneilson](#) on Sat, 15 Dec 2012 17:40:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What is being sent through a socket is a bunch of character ending with \0.

After it is received it can be parsed into separate lines with \n

Do all of the addition of characters before passing the data to the client to be sent and on the server just pass the whole buffer out to be parsed.

For small amounts of data it can be added and parsed in the client and server.

The \n or \r are just like any other character as far as what is in the buffer or packet sent. If the actual packet size limit is 65536 then there could be many \n or whatever.

The only character that has real significance is \0 which indicates the END of the packet.

Parse what is in the packet outside the server code unless the amount of data is small.

---