

---

Subject: Re: Socket Communication 101

Posted by [nlneilson](#) on Tue, 16 Apr 2013 01:54:32 GMT

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

---

Spent some time optimizing code because of a sprained foot.

Some data was being transferred from a Upp app to a Java app through a socket as a character array.

Some survey paths were still being sent individually and Sleep(5); was necessary on a fast machine between each packet for each path or data would get corrupted or garbled. Sleep(10); was necessary on a slower machine.

Putting the data for 30 paths (60 lines) into a character array (about 2000 size) it was almost instantly transferred, no Sleep time necessary.

---