
Subject: [SOLVED] A problem with TcpSocket::GetLine()

Posted by [Oblivion](#) on Tue, 03 Dec 2013 15:33:05 GMT

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Hello,

I am trying to use the TcpSocket::GetLine() method, and I have encountered a problem.

When I try to connect to a server and read the input (here, a single line, server "hello" message, ending with \n") with the GetLine() method, below code always encounter a timeout error and returns immediately. But when I use, say, Get(512), it works as expected. Why is GetLine() method not working here, and what am I doing wrong, any ideas?

Thanks in advance.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    TcpSocket socket;  
  
    if(!socket.Connect("pop.gmail.com", 995)) {  
        Cout() << "Socket error encountered: " << socket.GetErrorDesc() << "\r\n";  
        Exit(1);  
    }  
    if(!socket.StartSSL()) {  
        if(socket.IsOpen()) socket.Close();  
        Cout() << "Couldn't start SSL session.\r\n";  
        Exit(1);  
    }  
  
    // 5 secs.  
    socket.Timeout(5000);  
  
    // Get() method is working as expected  
    // String server_hello = socket.Get(512);  
  
    // GetLine() method always fails with a timeout error.  
    // No matter if timeout value wittle the GlobalTimeout() or the Timeout() method is set.  
    String server_hello = socket.GetLine();  
    if(IsNull(server_hello))  
        Cout() << "An error occured: " << socket.GetErrorDesc() << "\r\n";  
    else  
        Cout() << server_hello << "\r\n";  
}
```

```
if(socket.IsOpen())  
    socket.Close();  
}
```

Regards.
