
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 with the GlobalTimeout() or the Timeout() method is set.
```

```
String server_hello = socket.GetLine();
```

```
if(IsNull(server_hello))
```

```
    Cout() << "An error occurred: " << socket.GetErrorDesc() << "\r\n";
```

```
else
```

```
    Cout() << server_hello << "\r\n";
```

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

Regards.
