
Subject: Re: A problem with TcpSocket::GetLine()
Posted by [Oblivion](#) on Mon, 16 Dec 2013 00:26:34 GMT
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Quote:

Bug identified & fixed. Should work now.

Mirek

P.S.: POP3 package would be handy..

Thanks Mirek! I've updated the U++ source, and now it works.

I will upload the POP3 class before the new year. But before that, I will clean up the code and write the api documentation. It is a straightforward POP3 implementation meant to accompany SMTP.

However, I have another question and problem regarding TcpSocket::GetLine():

GetLine() also fails if there are any multibyte characters in the socket buffer. In SocketClient and intended, or a bug?

Quote:

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

```
using namespace Upp;
```

```
String Request(const String& r)
{
    TcpSocket s;
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    // s.Put(r + '\n');
    // The following line cannot be read by SocketServer.
```

```
    s.Timeout(5000);
    return s.GetLine();
}
```

```
// Start reference/SocketServer before starting this program
```

CONSOLE_APP_MAIN

```
{  
  Cout() << Request("time") << '\n';  
  Cout() << Request("33") << '\n';  
}
```

Regards.
