
Subject: Problem using TcpSockets

Posted by [koldo](#) on Wed, 05 Feb 2014 20:02:09 GMT

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Hello!

I have been playing successfully with sockets based in SocketServer and SocketClient demos.

However I have had problems with a simple program that sends plain text messages ended with a '\n' with:

```
char *buf = "Message\n";  
send(socket, buf, strlen(buf), 0);
```

Looking to SocketServer demo, it seems that s.Accept(server) blocks the program the second time. I mean:

- 1st s.Accept(server) passes just when demo program begins to send messages
- s.GetLine() works properly
- 2st s.Accept(server) blocks the program

However, if s.GetLine() is called in a loop, it takes all the messages properly.

Is there any kind of protocol embedded in TcpSocket used the way is used in SocketServer/Client demos, that does not match with plain send() calls?