
Subject: Re: Problem using TcpSockets

Posted by [koldo](#) on Tue, 11 Feb 2014 08:14:39 GMT

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Hello guys!

Lets put an example:

- In one side there is a client that just does socket "send()" sending strings ended with '\n'.
- In the other side, there is a server based on SocketServer demo.

This is similar to SocketServer, and just shows the first line :

```
for(;;) {  
    TcpSocket s;  
    if(s.Accept(server)) {  
        Cout() << "Request from: " << s.GetPeerAddr() << '\n';  
        Cout() << "Received: " << s.GetLine() << "\n";  
    }  
}
```

This shows all the lines (although it does not stop the loop);

```
for(;;) {  
    TcpSocket s;  
    if(s.Accept(server)) {  
        Cout() << "Request from: " << s.GetPeerAddr() << '\n';  
        while(true)  
            Cout() << "Received: " << s.GetLine() << "\n";  
    }  
}
```