
Subject: Re: Problem using TcpSockets

Posted by [koldo](#) on Wed, 12 Feb 2014 09:13:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I understand. This happened to me with an external program I wanted to connect to.

In addition, I have to do a socket client in plain C that I wanted to connect to an U++ server.
Would I have to close the connection every time I send a data stream?
