Subject: Re: Problem using TcpSockets
Posted by mirek on Wed, 12 Feb 2014 09:50:09 GMT

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Actually, I think you get the whole socket design wrong. I suggest some reading on 'accept'.

Anyway, if client sends a multitude of text in separate 'send's, then yours second source is right. You can replace '(true)' with something else like (!socket.IsEof()).