
Subject: Re: Pop3 class and reference examples for U++

Posted by [Oblivion](#) on Wed, 26 Mar 2014 17:31:10 GMT

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Also I propose a change:

I was looking into the possibility of using `TcpSocket::GetLine()` instead of `Pop3::GetDataLine()` method and come up with the below modification.

You are the expert, so please comment if this is valid. (It seems so and works, but again, I am suspicious).

```
bool Pop3::PutGet(const String& s, bool multiline, bool nolog)
{
    // Put() request.
    if(!s.IsEmpty()) {
        if(!nolog)
            LLOG(">> " << TrimRight(s));
        if(!PutAll(s)) {
            LLOG("-- " << GetLastError());
            return false;
        }
    }
    // Get() response.
    data.Clear();
    String line = GetLine();
    if(!line.IsVoid()) {
        LLOG("<< " << line);
        if(line.StartsWith("+OK")) {
            if(!multiline) {
                data.Cat(line);
                return true;
            }
            else
                for(;;) {
                    line = GetLine();
                    if(line.IsVoid()) // IsEmpty() cannot be used here.
                        break;
                    if(line == ".") {
                        LLOG("<< ...");
                        return true;
                    }
                    data.Cat(*line == '.' ? line.Mid(1) : line);
                    data.Cat("\r\n");
                }
        }
        else
    }
```

```
        if(line.StartsWith("-ERR"))
            error = line;
    }
    LLOG("-- " << GetLastError());
    return false;
}
```

Basically, it appends the CRLF after downloading. This way, we can discard GetDataLine() method in favor of native TcpSocket method.

Regards.
