Subject: Re: Flatbuffers package
Posted by Oblivion on Tue, 15 Dec 2020 12:15:13 GMT

Hello Xemuth,

Quote:. however, in my computer for whatever reason (my code seems correct comparing to socketClient/socketServer package) the data is received on server only when I close the client.

I'm on Linux now, but from the examples you've posted, my guess is that your calls are "blocking" (I don't see a Timeout value is set to 0 (non-blocking) or > 0 (time-constrained), which means it is blocking (Timeout == Null, by default).

int numberByteRead = s.Get(datas, 2048);

From docs:

int TcpScoket::Get(void *buffer, int len)

Reads at most len bytes into buffer, trying to do so at most for specified timeout. Returns the number of bytes actually read.

See, TcpSocket::Get() variant you use seems to expect 2048 bytes. And if the call is blocking, unless it receives >= 2048 bytes, it will block.

Upp ServerSocket/ClientSocket example, on the other hand, uses TcpSocket::GetLine(), which expects '\n', and as you can see in the examples, that is always provided.

Best regards,
Oblivion