
Subject: Re: Flatbuffers package
Posted by [Oblivion](#) on Tue, 15 Dec 2020 14:22:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:, I guess adding '\n' to every packet of data is ugly

Ah, I didn't mean that. What I was trying to say is that the socket examples are different then yours, and it is not suprising that you've encountered difficulties.

Since this is going to be a simple example why don't you just send the size of the data to be transferred first?
Let the other side fetch that first, and then call Get() again with the size and timeout in 30 secs.

Example (server side):

```
String data;  
dword len = data.GetLength();  
if(socket.Put(&len, sizeof(dword))  
  socket.Timeout(30000).Put(~data, len);
```

Same thing goes for the client side. First fetch the size, then use it to fetch the data.

P.s: And if you are sending binary data over the network, it is in general a good practice to convert it to base64 encoding).

Best regards,
Oblivion