Subject: Re: my TCP client/server don't work correctly
Posted by Oblivion on Mon, 17 May 2021 21:53:43 GMT
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Probleme is, when I connect to the server. Neither my first nor my second data is received by server. Instead I receive a Null string from server (probably when I destroy the client socket) (this behavior can be seen in the console screen)

Then, the reason seems to be:

// s.Put("time" + '\n'); // << ---------- This won't work... Clang: warning: adding 'char' to a string does not append to the string [-Wstring-plus-int] (not the same thing what SocketClient does. It appends it to a Upp::String, using the relevant operator.)

```
	s.Put("time\n");		// << ---------- This works as expected.
 s.Put(String("time") + '\n'); // also works
 Cout() << s.GetLine() <<EOL;
 s.Put("hello\n");
 Cout() << s.GetLine() <<EOL;
```

Best regards,
Oblivion