
Subject: Error in Web Package example... for sockets
Posted by [Wolfgang](#) on Sun, 11 Dec 2011 20:04:21 GMT
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In
Quote: [http://www.ultimatepp.org/srcdoc\\$Web\\$ConnectionOriented\\$en-us.html](http://www.ultimatepp.org/srcdocWebConnectionOriented$en-us.html)

the first example:
Socket my_sock;

int port=2000;

String host = "192.168.1.2";

if(ClientSocket(my_sock, port, host));

{

 my_sock.Write("hello world!");

 my_sock.Close();

}

I think the ; behind

if(ClientSocket(my_sock, port, host));

is too much and I think you have to give host as second argument and port as third.

if(ClientSocket(my_sock, host, port))

Subject: Re: Error in Web Package example... for sockets
Posted by [nneilson](#) on Sat, 24 Dec 2011 02:15:30 GMT
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I think you are right that the ; should be removed and the IP is necessary.

Try one of the working examples.

I added a few things to one of mine:

bool IO;

String snd(String r, int a){

 Socket s;

 if(!ClientSocket(s, "127.0.0.1", 5024)) {

 return "x";

 }

 if(IO) s.Write(r + "\n\0");

 if(a==1 && IO){

 String st = s.ReadUntil('\n');

 return st;

```
}  
return "y";  
}  
#endif
```

The bool IO can be checked or set. If there is no connection time is not wasted for a response, ie: just return "x" and if{...} accordingly.

If a==1 then a response is expected from the server otherwise "y" is returned, otherwise the server will waste time.

Also remember '\n' is the end. If you want to send several lines of data at once replace the '\n' between lines with another delimiter, then as above I use "\n\0" at the end.

More time is usually spent in error handling of possible errors and optimizing rather just writing code that will work (some of the time).

edit: I have made several very dumb mistakes but posting the code and the problem usually someone on the forum will pick up on it and respond, that has been a great help for my errors.