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Subject: Socket client out of buffer error and reusing sockets

Posted by [koldo](#) on Tue, 02 Jul 2013 09:03:47 GMT

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Hello all

I am a completely newbie in sockets.

When doing a client based in SocketClient demo and running it in a for() loop a WSAENOBUFFS is get:

```
String Request(const String& r)
{
    TcpSocket s;
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    s.Put(r + '\n');
    return s.GetLine();
}
```

```
CONSOLE_APP_MAIN
{
    for (int i = 0; i < 50000; ++i)
        Cout() << Request("time") << '\n';
}
```

However if TcpSocket is reused, the program runs perfectly:

```
String Request(TcpSocket &s, const String& r) // Added TcpSocket &s
{
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {
        Cout() << "Unable to connect to server!\n";
        SetExitCode(1);
        return Null;
    }
    s.Put(r + '\n');
    return s.GetLine();
}
```

```
CONSOLE_APP_MAIN
{
    TcpSocket s;    // Added TcpSocket s;
    for (int i = 0; i < 50000; ++i)
        Cout() << Request(s, "time") << '\n'; // Added s
}
```

Is the conclusion that TcpSocket has to be reused, or TcpSocket is not properly destructed, or maybe both?

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Subject: Re: Socket client out of buffer error and reusing sockets

Posted by [nneilson](#) on Tue, 02 Jul 2013 16:55:43 GMT

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koldo wrote on Tue, 02 July 2013 02:03Is the conclusion that TcpSocket has to be reused,

I think that is your answer. Each transmission from the client to the server or the response is a different packet.

I have a buffer set at 3000 and seldom have over run that.

One important thing is end the packet with \0.

Then only the data up to and including the \0 is included in the packet. Your packets can be several sentences including \n as that is just another character and has no significance to the packet but the data can be parsed at the \n.

The same socket is reused.

edit: GetLine() is a misnomer just think of that as GetData().

'String' has \0 appended and can include several \n.

If you want to add several 'String' or 'lines' to send through a socket just remove all the \0 and then append that at the end of the data.

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Subject: Re: Socket client out of buffer error and reusing sockets

Posted by [koldo](#) on Wed, 03 Jul 2013 06:36:46 GMT

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Thank you!

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