

## Re: Stream selectively stopping read?

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*Source:*

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2006-08/msg00012>

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- *From:* "Alexander Nickolov" <[agnickolov@xxxxxxxx](mailto:agnickolov@xxxxxxxx)>
  - *Date:* Fri, 21 Jul 2006 14:14:36 -0700
- 

Right after the previous packet left obviously. E.g. the next 4 bytes in your buffer (and note you may have only 1-3 bytes available, so you may have to wait for the next chunk from recv before you can construct the length of your next packet).

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Alexander Nickolov  
Microsoft MVP [VC], MCSD  
email: [agnickolov@xxxxxxxx](mailto:agnickolov@xxxxxxxx)  
MVP VC FAQ: <http://www.mvps.org/vcfaq>  
=====

"Daniel" <[DanielV@xxxxxxxxxxxxxxxxxxxx](mailto:DanielV@xxxxxxxxxxxxxxxxxxxx)> wrote in message  
[news:O%23of2hOrGHA.4236@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:O%23of2hOrGHA.4236@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

So how do you know when the start of the next bit of data is in order to read the first 4 bytes and get the length?

"Alexander Nickolov" <[agnickolov@xxxxxxxx](mailto:agnickolov@xxxxxxxx)> wrote in message  
[news:%23jETAeOrGHA.4540@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23jETAeOrGHA.4540@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Discarding data is where you go wrong obviously. The point in the stream for each read is random – it doesn't have to correspond to your packet headers.

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"Daniel" <[DanielV@xxxxxxxxxxxxxxxxxxxx](mailto:DanielV@xxxxxxxxxxxxxxxxxxxx)> wrote in message  
[news:eLHf2tOrGHA.2440@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:eLHf2tOrGHA.2440@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

I read my buffer and keep reading in for the data length and

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then on  
completing that i check the next 4 bytes for datalength and if  
that  
returns 0 then i discard the rest of the buffer until the next  
receive  
where i start again.

Is this wrong?

"Daniel" <DanielV@xxxxxxxxxxxxxxxxxxxx> wrote in message  
[news:upDeI\\$ArGHA.3604@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:upDeI$ArGHA.3604@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Hey guys

i have a tcp stream between client and  
server.

i am finding that when i send data to the  
server it receives fine then  
sends back and client receives fine.

Now if i repeat that it works one more time.  
Repeat again and the  
server continues to receive, the client  
continues to send but the reply  
from server vanishes, the server says it sent  
it, there are no issues  
during send and yet the client does not  
receive.

Why would this happen on a stream? The  
server still says the socket is  
connected, which it must be for the client to  
still be sending and  
accordingly it is able to reply down that  
socket. Yet nothing at the  
client end.

Even more strangely if i now send a  
different command to the sever  
that will go through and the reply from the  
server is read and handled  
by the client?

Any ideas!?

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