

Re: Format of string output of a socket server

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2006-10/msg00039>

- *From:* "Arkady Frenkel" <arkadyf@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 4 Oct 2006 09:19:12 +0200
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Correct, but that for commands/replies and attachments (as I wrote base64 is binary coding into 7-bit ASCII) , in command maybe specification of unicode (UTF-8 usually) and that allow to send text in SMTP, so POP3 have to support it, in any language.

Arkady

"m" <m@xxx> wrote in message
news:%236slk%2305GHA.668@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

POP3 uses 7-bit ASCII. This is NOT the same as 8-bit ANSI or UTF-8.

You can lookup this up easily – I forget the relevant RFCs though.

In general, a socket can ONLY send bytes. How you interpret these bytes is up to you. If you have to interface with an existing system, then, obviously, you must conform to that standard.

If you are asking what a good way of doing this is, then, for Windows systems, I would suggest that you transmit your text as UTF-16 strings.

"Angus" <nospam@xxxxxxxx> wrote in message
news:%23TKRV8y5GHA.4484@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Well... think I am more confused now than when I asked the question ;)

I am talking about what the server will send. I am getting from these comments that sending bytes (char) is OK. Basically a string response I would send would be eg "my response\r\n" – ie byte chars followed by carriage return line feed. I am supposing this is OK.

What for example does your standard POP3 server send? ASCII text just

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like
I am saying here?

The client program can then convert to Unicode or whatever they see fit?

Angus

"Alexander Nickolov" <agnickolov@xxxxxxx> wrote in message
news:OZSOk9x5GHA.3452@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

UNICODE is the only sane choice of course. However, don't
confuse with the Windows meaning of UNICODE which is
really only the UTF-16 representation of UNICODE. I'd
suggest you use UTF-8 representation of UNICODE to
avoid
byte-ordering issues on the network. What you return to
your clients is up to you - you just need to do the appropriate
format conversion (e.g. MultiByteToWideChar to get
UTF-16
for example).

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Alexander Nickolov
Microsoft MVP [VC], MCS
email: agnickolov@xxxxxxx
MVP VC FAQ: <http://www.mvps.org/vcfaq>
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"Angus" <nospam@xxxxxxxx> wrote in message
news:eXxFh8m5GHA.400@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello

I am writing a socket server to deliver
telephony events to clients on
a
network. For example the telephony server
might send out text to
connected
clients. Clients might be written in C/C++,
Java, Visual Basic,

anything

in
fact which can talk to a socket.

My socket server is currently sending out
char* . Do I have to worry

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about
the format of string output? Should I be
outputting Unicode? Some

other

format? Or would a C/C++ char* be OK?
Will eg Java understand it?
Do
they
use UTF-8 or something?

Angus