

Re: Format of string output of a socket server

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- *From:* "Angus" <nospam@xxxxxxxx>
 - *Date:* Tue, 3 Oct 2006 21:54:59 +0100
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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 like I am saying here?

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

Angus

"Alexander Nickolov" <agnickolov@xxxxxxxx> 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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=====

"Angus" <nospam@xxxxxxxx> wrote in message <news:eXxFh8m5GHA.400@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Re: Format of string output of a socket server

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 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