

Re: Send large block of data failed

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-02/4474.html>

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It would help if you told us which exception you get.

Nevertheless, it appears to me that the server expects to read all the data that was sent in one read. This has a good chance of failing because when you call `stream.Read(body, 0, size)` it can return anything from 0 to size bytes (check out the documentation for `NetworkStream.Read`). To make sure you get all the data that was sent, you need to call `stream.Read` in a loop:

```
int size = BytesToInt(length);
int pos = 0;
while (size > 0)
{
    int nread = stream.Read(body, pos, size);
    if (nread == 0) break; // connection was closed
    size -= nread;
    pos += nread;
}
```

Sami

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does not work because

"zhimin" <xiaozhimin1978@163.com> wrote in message
news:Oe44X9O%23DHA.2216@TK2MSFTNGP10.phx.gbl...

> *Hi,*

> *I'm writing a program to send large file(100m) through dotnet using*

> *TCPListener & TCPClient, I'm sending the file with a ask and response*
loop:

>

> *1. Client send a flag 1 to server indicate it has data send to server.*

> *2. Client send the buffer block size.*

> *3. Client send the actual buffer to the server.*

> *4. Server send a flag 1 to client indicating that the buffer has been*

> *successfully received.*

> *5. The next loop until all data of the file has been sent.*

>

> *When the data block is about 5k, the code works very fine, but when I set*

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- > *the block size up to about 10k, after some cycles, an exception raised and*
- > *the program failed.*
- > *The most strange is: the cycles number are different every time(with the*
- > *same conditions), such as the first time I failed at the 13th loop, when*
- I'm
- > *runing the same pair of applications the next time, I might failed at the*