

Re: Probably simple problem with networking

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-08/msg04418.html>

- *From:* "Nick Malik [Microsoft]" <nickmalik@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 23 Aug 2005 07:54:21 -0700
-

it is probably not printing a few carriage returns. It is probably printing over 300 blank characters, and simply wrapping the lines. You are ignoring the number of bytes returned and you are converting the entire buffer to a single string. You may want to truncate your string to the number of actual bytes received.

--- Nick Malik [Microsoft]
MCSD, CFPS, Certified Scrummaster
<http://blogs.msdn.com/nickmalik>

Disclaimer: Opinions expressed in this forum are my own, and not representative of my employer.
I do not answer questions on behalf of my employer. I'm just a programmer helping programmers.

"Tomas Machala" <t.machala@xxxxxxxxxx> wrote in message news:OEBLSm%23pFHA.748@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
Hi, I'm trying to make an application communicating over TCP/IP. It should do only one thing – write received data to console and terminate itself when "exit" received. Problem is that if I send some string to this application, it'll receive that string and many unwanted "new line" characters on its end.

Examlle:

If I send

"some_string"

application display

"some_string"

Re: Probably simple problem with networking

"

I can't find the reason why it does so. Here's my code:

```
using System;
using System.IO;
using System.Text;
using System.Net;
using System.Net.Sockets;
namespace NetPokus
{
class NetPokus
{
[STAThread]
static void Main(string[] args)
{
string recv;
Odpovedi odp;
try
{
odp = new Odpovedi();
}
catch (SocketException ex)
{
Console.WriteLine(ex.ToString());
Console.ReadLine();
return;
}
while (true)
{
odp.Write("Waiting for command\n");
recv = odp.Read();
if (recv == "exit")
{
break;
}
else
{
Console.Write(recv);
}
}
odp.Close();
}
}
public class Odpovedi
{
TcpClient client;
NetworkStream nstr;
byte[] received;
byte[] toSend;
public Odpovedi()
```

Re: Probably simple problem with networking

Re: Probably simple problem with networking

```
{
client = new TcpClient("127.0.0.1", 1234);
nstr = client.GetStream();
}
public void Write(string msg)
{
toSend = Encoding.ASCII.GetBytes(msg);
nstr.Write(toSend, 0, toSend.Length);
}
public string Read()
{
received = new byte[client.ReceiveBufferSize];
nstr.Read(received, 0, client.ReceiveBufferSize);
return Encoding.ASCII.GetString(received);
}
public void Close()
{
client.Close();
}
}
}
```

• **References:**

- ◆ **[Probably simple problem with networking](#)**
◇ From: Tomas Machala

- Prev by Date: **[Re: Performance on string destruction](#)**
- Next by Date: **[Re: c# aspx webform page with window.open ... help](#)**
- Previous by thread: **[Re: Probably simple problem with networking](#)**
- Next by thread: **[.NET Script Hosting and events](#)**
- Index(es):
 - ◆ **[Date](#)**
 - ◆ **[Thread](#)**