

## Re: Buffering TCPIP data

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-06/msg00733.html>

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  - *Date:* Fri, 6 Jun 2008 07:57:52 -0700 (PDT)
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On Jun 6, 3:41 pm, ShaunO <[ShaunO@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:ShaunO@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

The messages could be any size but never likely to go above 128 bytes. It would be very helpful if you could outline the benefits of a circular buffer over the byte array that i outlined so that i can evaluate if i need to re-implement.

You'd implement the circular buffer with an underlying byte array – it means that when you've copied the data out for the message, you can just update the logical "next message start" to the end of the previous one, with no extra copying involved – i.e. you don't copy the data you've already received from the next message.

Jon

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