

## Re: Could not receive more than 2KB at TCP/IP communication!

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2004-06/0361.html>

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**From:** Tomas Restrepo \(\MVP\) ([tomasr\\_at\\_mvps.org](mailto:tomasr_at_mvps.org))

**Date:** 06/11/04

Date: Fri, 11 Jun 2004 06:34:37 -0500

Alper,

> *I faced with a problem during developping a TCP/IP Client application. The Client application will receive intensive data from Server. Client is receiving data by using the recv(...) functions, as normal. My code is as follows:*

```
>
> -----
> public __gc class Form1 : public System::Windows::Forms::Form
> {
> ....
> public:
> #define Max_Buffer_Size 50000
> SOCKET ClientSocket;
> .....
>
> private:
> void trd_Recv_Task()
> {
> ....
> char* recvBuf = new char[Max_Buffer_Size];
> int retRecvVal = recv(ClientSocket, recvBuf, Max_Buffer_Size,
0);
> .....
> }
> ....
> }
> -----
```

> *During this receiving, I noticed that I could not receive more than 2048 Bytes (2KB) once at a time. In my first version of code, I was taking data from Server, then, doing operations depending on the received data. But once, receiving data were more than 2KB, and I could not take then rest of my working codes gave erros.*

>

microsoft.public.dotnet.languages.vc: Re: Could not receive more than 2KB at TCP/IP communication!

> *I changed my technique now. First, I receive only a 2 bytes of data that says me the size of the following receiving in integer format. Then I run the recv(...) function in a while(...) loop, till the expected number of bytes are received. The rest is working.*

That's exactly how it is meant to be used. You loop until you get all bytes you need.

The documentation clearly states "For connection-oriented sockets (type SOCK\_STREAM for example), calling recv will return as much information as is currently available-up to the size of the buffer specified", which implies that it might very well return less than you asked for. This is perfectly normal behavior.

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Tomas Restrepo  
tomasr@mvps.org