

## Re: Moving files from clients to the server

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.atl/2004-08/0538.html>

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**From:** kalevet ([kalevet\\_at\\_hotmail.com](mailto:kalevet_at_hotmail.com))

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Date: 30 Aug 2004 10:22:01 -0700

I'm not very familiar with sockets but I'll look into that, thanks. Having no experience with sockets, and given that the file transfer methods are going to be added to an existing ATL project, would you consider the effort worthwhile?

After posting my first message I came across the concept of IPipeBytes and a nice example project by Richard Grimes. The IPipes seem to be pretty straightforward. Are there any side effects to working with them pipes such as poor performance, security issues, coding complexity or so? Would you consider them more or less suitable than sockets?

"Alexander Nickolov" <[agnickolov@myps.org](mailto:agnickolov@myps.org)> wrote in message news:<[ewerq0mjEHA.3612@TK2MSFTNGP12.phx.gbl](mailto:ewerq0mjEHA.3612@TK2MSFTNGP12.phx.gbl)>...

> *The standard approach would be to use sockets, but*  
> *I honestly don't know if that's the best solution for you.*

>

> --

> =====

> Alexander Nickolov

> Microsoft MVP [VC], MCSD

> email: [agnickolov@myps.org](mailto:agnickolov@myps.org)

> MVP VC FAQ: <http://www.myps.org/vcfaq>

> =====

> "Kalevet" <[Kalevet@discussions.microsoft.com](mailto:Kalevet@discussions.microsoft.com)> wrote in message

> news:[E304C330-005D-4F77-BB4B-73E28EF45EDD@microsoft.com](mailto:E304C330-005D-4F77-BB4B-73E28EF45EDD@microsoft.com)...

> > Hi all,

> > I'm working on a system that involves clients that reproduce certain  
> > files,

> > and a server that processes them. I have a dilemma regarding the way the  
> > files should be passed to the server. The problem is that the files might  
> > be

> > as large as a few tens of MB, and there might be a few tens of files.

> > Therefore, the fastest way to create them is on the clients' machines.

> > However, the server expects to see them on its local disks as well, to  
> > avoid

> > extra networking while they are processed.

> > When dealing with files, nothing makes more sense than using the file

> > *system*  
> > *interface (explorer, dos commands, windows API) for moving them from one*  
> > *computer to another. This, however, requires some sort of folder sharing*  
> > *and*  
> > *having the proper rights. We install our system at various clients, each*  
> > *having a different network, and I can't tell how happy would the system*  
> > *administrator be with sharing folders. Also, I'd like to have the file*  
> > *move*  
> > *automated, since I can't be sure the clients would remember to do that*  
> > *every*  
> > *time.*  
> > *Another solution is to stream the files over the network. I use DCOM to*  
> > *communicate between the clients and the server. I assume passing 100MB*  
> > *files*  
> > *using the file system would be done more efficiently then streaming them*  
> > *and*  
> > *passing them as strings using DCOM calls (what are the limits for that?),*  
> > *but*  
> > *I'd like to hear your opinion about that. What I like about this solution*  
> > *is*  
> > *that it takes the users and the network configurations out of the game,*  
> > *but I*  
> > *really don't know if that's reasonable or not.*  
> > *If you have any other idea as to how to move files from the clients to the*  
> > *server while depending as little as possible on the users and the network*  
> > *configuration, I'd love to hear it.*  
> > *All users use windows, the network could be either netware or windows.*  
> > *Thanks,*  
> > *Kal*  
> >