

send-receive using CSocket

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hi everyone .i`m doing a project for capturing the desktop image & sending it from server to client " i convert it to DIB then send the buffer of DIB using TCP " when i try to do a StretchBIBits on client the image is not so complete it has some missing pieces think the problem may be in my send-receive code.can u help me with a strong and reliable send-receive code??

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