

Re: send–receive using CSocket

Source: <http://www.tech–archive.net/Archive/VC/microsoft.public.vc.mfc/2005–11/msg01556.html>

- *From:* "Josh McFarlane" <darsant@xxxxxxxxx>
 - *Date:* 28 Nov 2005 12:30:33 –0800
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mayara wrote:

> 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??

First off: You may want to stop using CSocket, as it has problems. Take a look at CAsyncSocket and try using that.

Second off: Is your image a constant size buffer? If not, how do you know the exact dimensions of the image?

What kind of package are you transmitting across the buffer? Just the image buffer? Or are you also transmitting height, width, color information, etc. If you are transmitting more information, are you receiving all of it, or just part of it, or is it invalid?

Josh McFarlane

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- *Follow–Ups:*

- ◆ ***Re: send–receive using CSocket***
 - ◇ *From:* mayara
- ◆ ***Re: send–receive using CSocket***
 - ◇ *From:* Joseph M . Newcomer

- *References:*

- ◆ ***send–receive using CSocket***
 - ◇ *From:* mayara
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Re: send–receive using CSocket

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