

Re: How do I stop a Winsock from buffering characters?

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-07/msg00016.html>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Tue, 3 Jul 2007 12:18:09 -0700
-

A little too much code to read in-line...

I don't see the server reads that you're talking about as having dropped the first character of the client send. You've sent a bunch of server-side code, (at least it **looks** like it might be server-side code), but not the code in question. At a guess, you're probably sending Unicode from the Windows CE side and receive ASCII on the server side. Since most of the Unicode characters will be 0x00xy where xy makes up the ASCII character, that's probably the source of the problem. If you convert everything to bytes, and convert strings to ASCII before converting them to bytes, if ASCII is what you want to send, I think you'll find your problem.

Paul T.

"Don" <Don@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:865A7119-F69B-45F3-9C1D-045506172955@xxxxxxxxxxxxxxxxxxxx>

HI

I have two apps one is a Winsock Client as in the following:

```
using System;
using System.Collections.Generic;
using System.Text;
using System.IO;
using System.Net;
using System.Net.Sockets;
using System.Threading;

namespace SocketTestClient
{

class EmployeeTCPClient
{
public static void Main(string[] args)
{
```

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```
//string name = (args.Length < 1) ? Dns.GetHostName() :
args[0];
string name = Dns.GetHostName();
try
{
IPAddress[] addrs = Dns.Resolve(name).AddressList;
foreach (IPAddress addr in addrs)
Console.WriteLine("{0}/{1}", name, addr);
}
catch (Exception e)
{
Console.WriteLine(e.Message);
}

TcpClient client = null;

do
{

try
{
//TcpClient client = new TcpClient(args[0], 2055);
client = new TcpClient(name, 2055);
}
catch (SocketException e)
{
Console.WriteLine(e.Message);
Thread.Sleep(500); // Try again in 0.5s
}
} while (client == null);

try
{
Stream s = client.GetStream();
StreamReader sr = new StreamReader(s);
StreamWriter sw = new StreamWriter(s);

sw.AutoFlush = true;
//Console.WriteLine(sr.ReadLine());
Int32 var1 = 0x01;
Int32 var2 = 0x02;
string myString =
"abcdefghijklmnopqrstuvwxyABCDEFGHIJKLMNOPQRSTUVWXYZzyxwvutsrqponmlkjihgfedcbaZYXW
int iCounter = 1;
while (true)
{
/*
Console.Write("Name: ");
name = Console.ReadLine();
sw.WriteLine(name);
if (name == "") break;
```

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```
Console.WriteLine(sr.ReadLine());
*/
if (iCounter != 0)
{
    iCounter--;
    sw.Write(myString);
    sw.Flush();
}
// sw.Write(var2);
// sw.WriteLine("test string");
// Console.WriteLine(sr.ReadLine());
}
s.Close();
}
finally
{
    // code in finally block is guranteed
    // to execute irrespective of
    // whether any exception occurs or does
    // not occur in the try block
    client.Close();
}
}
}
}
```

and one is a Winsock Server as in the following

```
IType = sr.ReadInt32();
ISize = sr.ReadInt32();
}
catch (Exception e)
{
    Console.WriteLine(e.Message);
}
msgFn(IType, sr);
}
}

public int Close()
{
    // Shut down message service – belt and braces
    bRunMessageService = false;
    thMessageThread.Abort();

    // Close streams
    s.Close();
    #if LOG
    Console.WriteLine("Disconnected: {0}", soc.RemoteEndPoint);
    #endif
}
```

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```
soc.Close();  
return 0;  
}  
}  
}
```

```
class TestTCPServer  
{  
    static TCPServer listener;  
    static Messages.Messages msgList;  
  
    public static void Main()  
    {  
        msgList = new Messages.Messages();  
        listener = new TCPServer(new  
Messages.Messages.MessageFn(msgList.myMessageFn));  
    }  
  
}  
}
```

```
using System;  
using System.IO;
```

```
namespace Messages  
{  
    class Messages  
    {  
        public delegate int MessageFn(long MessageType, BinaryReader sr);
```

```
        public int myMessageFn(long MessageType, BinaryReader sr)  
        {  
            switch (MessageType)  
            {  
                case 1:  
                    double arg1 = sr.ReadDouble();  
                    double arg2 = sr.ReadDouble();  
                    break;  
                default:  
                    break;  
            }  
        }
```

```
        return 0;  
    }  
}
```

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When I send the string myString from the client to the server there are two problems

1. The first character gets dropped
2. The string doesn't get there unless I add another character to myString.

This suggests to me that there is some buffering going on. Is there any way where I can send one character from the client and have the Server see it right away with no buffering?

--
Don