

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

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-07/msg00022.html>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Tue, 3 Jul 2007 13:19:31 -0700
-

That would concern me. I can't promise that it's wrong, but why would you send with a plain reader, which might be sending who knows what data, and receive with a binary reader? Depending on what you want to have sent, either could be right, but I don't see any reason to make them mismatched...

Paul T.

"Don" <Don@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
<news:5267ACE8-8A21-433B-849B-7B137A7AF1BA@xxxxxxxxxxxxxxxxxxxx>

Hi Paul

My reader and writers are of different types?
There server is like this:

```
s = new NetworkStream(soc);  
sr = new BinaryReader(s);  
sw = new BinaryWriter(s);
```

and the client is like this:

```
Stream s = client.GetStream();
```

```
StreamReader sr = new StreamReader(s);  
StreamWriter sw = new StreamWriter(s);
```

Is this what you mean? Am I doing this wrong?

--
Don

"Paul G. Tobey [eMVP]" wrote:

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Well, your readers and writers are of different types on the client and server ends, no? That should be a flag for you. I don't, frankly, know what will happen when you do that, especially if the desktop end is ASCII...

Paul T.

"Don" <Don@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:8FF734EE-8E59-44C2-A3A4-1FCBE708CB8F@xxxxxxxxxxxxxxxxxxxx

Hi Paul,

Sorry all my server code did not make it in the post here is is.

```
using System;  
using System.Collections.Generic;  
using System.Text;
```

```
using System.Threading;  
using System.IO;  
using System.Net;  
using System.Net.Sockets;  
using System.Configuration;
```

```
using Messages;
```

```
namespace SocketTestServer  
{  
class TCPServer  
{  
static TcpListener listener;  
Service Service1;  
  
public TCPServer(Messages.Messages.MessageFn msgFn)  
{  
listener = new TcpListener(2055);  
listener.Start();  
#if LOG  
Console.WriteLine("Server mounted, listening to port  
2055");  
#endif  
Service1 = new Service(msgFn);  
}  
}
```

```
class Service  
{  
Socket soc;  
Stream s;  
BinaryReader sr;
```

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```
BinaryWriter sw;
bool bRunMessageService;
Thread thMessageThread;
const int cBufferSize = 5;
char [] cBuffer;
Messages.Messages.MessageFn msgFn;

public Service(Messages.Messages.MessageFn msgFn)
{
    this.msgFn = msgFn;

    soc = listener.AcceptSocket();
    //soc.SetSocketOption(SocketOptionLevel.Socket,
    // SocketOptionName.ReceiveTimeout,10000);
    #if LOG
    Console.WriteLine("Connected: {0}", soc.RemoteEndPoint);
    #endif
    try
    {
        cBuffer = new char[cBufferSize];
        s = new NetworkStream(soc);
        sr = new BinaryReader(s);
        sw = new BinaryWriter(s);
        //sw.AutoFlush = true; // enable automatic flushing

        // Start Message Service
        bRunMessageService = true;
        thMessageThread = new Thread(new
        ThreadStart(MessageService));
        thMessageThread.Start();

    }
    catch (Exception e)
    {
        #if LOG
        Console.WriteLine(e.Message);
        #endif
    }
}

public void MessageService()
{
    Int32 IType = 0;
    Int32 ISize = 0;
    string myString;
    while (bRunMessageService)
    {
        //int iRvalue = sr.Read(cBuffer, 0, cBufferSize);
        try
        {
            myString = sr.ReadString();
        }
    }
}
```

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

}
}
```

I set a break point at the call to:
myString = sr.ReadString();

1. The fist character does not show up the rest do

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2. Why do I have to send so many characters for if to call the function
MessageService()?

--
Don

"Paul G. Tobey [eMVP]" wrote:

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

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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)
{
//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
```

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```
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 =
"abcdefghijklmnopqrstuvwxyZABCDEFGHIJKLMNopQRSTUVWXYZzyx
int iCounter = 1;
while (true)
{
/*
Console.Write("Name: ");
name =
Console.ReadLine();
sw.WriteLine(name);
if (name == "") break;
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
```

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```
{  
  // 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

```
lType = sr.ReadInt32();  
lSize = sr.ReadInt32();  
}  
catch (Exception e)  
{  
  Console.WriteLine(e.Message);  
}  
msgFn(lType, 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  
  soc.Close();  
}
```