Subject: socket generated event
Posted by lejardi on Wed, 09 Apr 2003 14:49:03 GMT

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Is there any event that can be generated when there is data on the socket connection to be read? Or does my code just need to keep checking the socket for any information. Also, how is the information sent over the socket? Would it be possible for me to read only part of a message that the server is writing because it has not finished writing the message to the socket. Or are all messages on a socket sent in a whole packet. Then I would never get just a section of a message.