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ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional hacks by charlie7theatrics ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional ADF 2009 Amsterdam Density Functional .PSTADF2009amsterdamv2.zipADF2009amsterdamv2.zipADF2009amsterdamv2.zipQ: Update array/list values on one socket I have a server and multiple clients. Each client can request data from the server. Whenever the server sends data to a client, it sends a list of ints. I store the list as an array of ints on the client. When the client sends back a request, I only want to return back a list of ints. I have no idea how to do this. If someone could help me out it would be much appreciated. A: Although there are already numerous answers, I'd like to give an answer that allows you to cleanly pass back lists/arrays as well as sublists/arrays. The solution I'm about to give is also relatively simple. For each incoming socket, keep a queue of items that have been sent to the client. Whenever the client sends a response back, loop through that queue, and send back every item that hasn't already been sent. This is only possible if your protocol doesn't support "discard" (i.e. you're sending a list back that you've already sent to the client). In C, this could look something like:

```
int send_list(const char* path, const int* data) { // Write a list of size n, starting at current position, to socket } // client code int* current =...; while (true) { int to_send = send_list("path", current); if (to_send) { // Send back a list } current = current + n; }
```

 Tucker Makes 'Move' to Winnipeg It's all about the fuel, folks. 2d92ce491b