

class FB SimpleStreamHelper onStreamDataArrived

AsyncGet
AsyncPost
AsyncRequest
AsyncRequest
onStreamCompleted
onStreamDataArrived
onStreamOpened
SynchronousGet
SynchronousPost
SynchronousRequest

```
bool FB::SimpleStreamHelper::onStreamDataArrived ( FB::StreamDataArrivedEvent * evt, virtual  
                                                  FB::BrowserStream * Stream )
```

Called when data arrives.

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Reimplemented from [FB::DefaultBrowserStreamHandler](#).

Definition at line 196 of file [SimpleStreamHelper.cpp](#).

```
197 {  
198     received += evt->getLength();  
199     const uint8_t* buf = reinterpret_cast<const uint8_t*>(evt->getData());  
200     const uint8_t* endbuf = buf + evt->getLength();  
201  
202     int len = evt->getLength();  
203     int offset = evt->getDataPosition();  
204     while (buf < endbuf) {  
205         size_t n = offset / blockSize;  
206         size_t pos = offset % blockSize;  
207         if (blocks.size() < n+1) {  
208             blocks.push_back(boost::shared_array<uint8_t>(new uint8_t[blockSize]));  
209         }  
210         uint8_t *destBuf = blocks.back().get();  
211         //if (pos + len > )  
212         int curLen = len;  
213         if (pos + len >= blockSize) {  
214             // If there isn't room in the current block, copy what there is room for  
215             // and loop  
216             curLen = blockSize-pos;  
217         }  
218         // Copy the bytes that fit in this buffer  
219         std::copy(buf, buf+curLen, destBuf+pos);  
220         buf += curLen;  
221         offset += curLen;  
222         len -= curLen;  
223     }  
224     return false;  
225 }
```