

Sending UDP packets to local machine

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Since Windows XP SP2 has broken some of the raw socket support (and therefore our application), I am looking for a way around this problem:

Our application needs to send multicast packets with a spoofed source address to other standard applications (e.g. Windows Media Player) on the local machine (and NOT onto the network).

Currently we do this by using a raw socket to send an IP packet from the machine with multicast TTL=0 (which stops packets being sent onto the physical interface, but allows them to be looped back to the local machine).

However, Windows XP SP2 will no longer allow UDP packets with an incorrect source address to be sent using raw sockets.

Does anyone have any ideas of how to get around this restriction?

Thanks,
James