

Re: Request for UDP Help

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 - *Date:* Mon, 12 Jun 2006 09:32:05 +0200
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Do you know that you propose UPnP protocol ? :)
Arkady

"Boris Buchanan" <nospam@xxxxxxxxxxxx> wrote in message
news:uOl6HpcjGHA.4884@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

I agree with others that this is a fairly trivial problem but I'll try to be slightly more helpful. I think you have made the problem more complicated by conceptualizing it as a "switch" from UDP to TCP. A simple construction of this problem is:

1. A server sends a UDP broadcast, perhaps periodically, advertising a service capability. The broadcast includes a TCP port for the service connection.
2. Interested clients create a TCP socket and attempt to connect to the server port.

1 and 2 are only related logically – there is no "switch" involved. The solution is "trivial" because it is composed of two independent trivial components, i.e. sending a UDP broadcast and creating/accepting a TCP connection. You might implement each as a thread in the same process. Changing #1 to a multi-cast makes the solution only marginally more complicated.

Boris

"alijsyed" <alijsyed@xxxxxxxxxxxx> wrote in message
news:1149853614.570461.221310@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hi:

I would like to ask all of you if there is any reference code relating to the following:

- 1) I need a server to broadcast a general multicast packet to all listening CLients
- 2) CLients repsond back and both switch to TCP

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This sounds trivial but trust me I can't find much on this.
I find a lot of stuff on UDP clients initializing the conversation but not the server.

Any help would be appreciated. (I am trying to do this in C not C++).

Thanks

Ali