

Re: How to listen to more a specific IP and specific ports

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2006-06/msg00256>

- *From:* "Alexander Nickolov" <agnickolov@xxxxxxxx>
 - *Date:* Thu, 29 Jun 2006 11:50:59 -0700
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You don't need to modify your code each time. Simply read the list of bindings from a configuration file...

And what you describe is certainly not possible in Unix/Linux. Where do you think this limitation comes from? If left to Microsoft the feature would have been in the API along with a host of other frills... (Answer – the socket API was originally developed in BSD.)

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Alexander Nickolov
Microsoft MVP [VC], MCSO
email: agnickolov@xxxxxxxx
MVP VC FAQ: <http://www.mvps.org/vcfaq>
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"Bassam" <Bassam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:12821CE1-47EB-45D1-8BA0-6075F0EEA366@xxxxxxxxxxxxxxxxxxxx

Dear Alexander,
Thanks for your clarification. Its clear to me on how to bind with specific ports. My intention is to have a general solution in which I can bind my socket to specific unlimited and selective IP addresses. For example, a server machine has 5 interfaces, each one is configured with different subnet mask. At the time being I want to bind my server application service to two IP addresses and in the future I want to bind to the third or fourth ones. It is not feasible and practical to everytime edit my code and add or remove the socket combinations!?!.

Moreover, in Unix/Linux Berkeley network programming, you can determine the IP addresses that you may want to bind to. As I remember, instead of using INADDR_ANY, you can specify the IP addresses that you may want to bind to.

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Please, get more clarification about this matter, whether possible to do it with microsoft network programming or not.

Regards
Bassam

"Alexander Nickolov" wrote:

You need 4 sockets bound to each combination of IP address and port (2 IP addresses times 2 ports amounts to 4 sockets necessary). If the computer only has these two IP addresses and you don't