

Re: RTP streaming

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2006-08/msg00113>

- *From:* "aDITYA" <aditya.raut@xxxxxxxxxx>
 - *Date:* 30 Jul 2006 23:19:19 -0700
-

Hey Arkady ,

Can you give me multicast addr & port # you used, what abt TTL value? I kept them more that what I get on ping.. even tried with TTL=255.

So I think must be problem with multicast addr.

For me unicast is working very well.

Thanks,
– Aditya :o)

Arkady Frenkel wrote:

Muticast work for me in WAN without problems (that really not me but UPnP protocol use it for NOTIFY messaging)
Maybe error return code will help to understand the situation
Arkady

"aDITYA" <aditya.raut@xxxxxxxxxx> wrote in message
<news:1154071258.061979.81140@xx>

Hi,

Do you have any idea of multicast over WAN? I tried it but wasn't working.
I was using 224.0.0,4 & 11000 port #.

Thanks,
– Aditya.

Alexander Nickolov wrote:

The idea of streaming is you don't retransmit and let the receiver handle it. If you have too much packet loss, streaming is pointless. You could use TCP instead of UDP (no multicasting,

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however) if you want retransmissions. The experience will be similarly unbearable for the viewer but this time due to gaps in time, not gaps in content. Face it – wireless networks are not suitable for video, except in ideal conditions.

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Alexander Nickolov
Microsoft MVP [VC], MCSD
email: agnickolov@xxxxxxxx
MVP VC FAQ: <http://www.mvps.org/vcfaq>
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"aDITYA" <aditya.raut@xxxxxxxx> wrote in message
<news:1153805858.834087.144400@xx>

That's true. I get no or much lesser lost packets if I use wired networks.
But I must use wireless (no option) :-o

What I wanted to know is is there any standard method to retransmitt lost A/V frames??

Is it make sense to implement retransmission for live streaming ie real time streaming??

– Aditya
Alexander Nickolov wrote:

Try to fix the underlying problem – eliminate your wireless network. Or add more (wired) access points – might help, but I won't hold my breath...

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Alexander Nickolov
Microsoft MVP [VC],
MCSD
email:
agnickolov@xxxxxxxx
MVP VC FAQ:
<http://www.mvps.org/vcfaq>
=====

Re: RTP streaming

"aDITYA"

<aditya.raut@xxxxxxxx>

wrote in message

news:1153738526.438730.178510@xx

Hi all,

I have RTP
streaming
application
& use
WiLan for
client to
receive
Multicast
UDP
packets of
audio/video.

I've
observed
loss of
many
packets.

Any idea
about the
standard
methods to
handle
those lost
packets.

For now I
just
continue
with
whatever
data I get, &
that causes
Low
Quality
audio–video(because
of loss of
P–Frames
for video &
certain
chunks of
mp3 audio).

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Is it really
make sense
retransmission
for live
streaming??

Thanks,
– Aditya :o)