

Re: UDP Client Problem

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-02/msg00168>

- *From:* "Arkady Frenkel" <arkadyf@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 21 Feb 2007 12:44:18 +0200
-

If library you use don't return you peer host IP/port that mean that you have to talk to developers of it. Driver receive data due to Protocol UDP where have to be both source IP and port. So it have to return it to you
Arkady

"Muhammad Azeem Azam" <MuhammadAzeemAzam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:EDF25A96-0C36-4DBA-AF25-9D541D48D9AF@xxxxxxxxxxxxxxxxxxxx

NutUdpReceiveFrom() thats my receive function of Server (Microcontroller).
On return it doesn't automaticaly has the source ip and port (that what i get from the forum of ethernut but i have conflict with it, i am not mentioning the client port and ip in my server code but still i am getting data on my client, this means this function returns the source port and ip on return or it Broadcasts? but what can i say).
It asks me for the remote IP and Port.
Its not like windows sockets in MSDN.
Thanks
Bye

"Arkady Frenkel" wrote:

When server received data with WSAREcvFrom() it can check 6th parameter (struct sockaddr* lpFrom) for that.
If you mean that you have no access to that param, you can bind the port in client, but be aware that in such case client will talk only with you server (microcontroller) only on on channel, you'll fail if you need few channels to talk
Arkady

"Muhammad Azeem Azam"
<MuhammadAzeemAzam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote
in

Re: UDP Client Problem

message

news:681DC3D2-E146-4DBA-8D85-7C8AA6BA3794@xxxxxxxxxxxxxxxxxxxx

hi

I know the port of my server and i am sending data successfully.

But my microcontroller (server using some other library to send and

receive), microcontroller wants to know the port and ip of remote host

(means

client), this means i have to bind my client (in UDP) so that microcontroller

can send data to client.

Actually i am sending request from client (PC) to Server (Microcontroller)

and in return microcontroller is sending the required data to me.

Thanks for help in advance.

Bye

"Arkady Frenkel" wrote:

No, client have to know server's port and send to data to it, OTOH

server

can check that when recvfrom() returned successfully

Arkady

"Muhammad Azeem Azam"

<MuhammadAzeemAzam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote

in

message

news:0DEFA80C-16D3-49EC-8DDC-014C83E61039@xxxxxxxxxxxxxxxxxxxx

Hi

the problem is my server need to know the port of my client (that should

be

permanant?)

How can i know my

port(getsockname() ?).

But i think i need to fix my

port.

Re: UDP Client Problem

thanks

"Arkady Frenkel" wrote:

No, you
don't need
to bind
client client
both in
UDP and
TCP
Arkady

"Muhammad
Azeem
Azam"

<MuhammadAzeemAzam@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote

in

message

news:CBB58DCB-5207-40AF-9740-8516FCB68223@xxxxxxxxxxx

Hi

I

have

to

made

a

UDP

client.

Do

i

need

to

bind

it

or

not.

My

Server

has

following

function

for

dending

data

to

client

Re: UDP Client Problem

```
int
NutUdpReceiveFrom
(
UDPSOCKET
*
sock,
u_long
*
addr,
u_short
*
port,
void
*
data,
u_short
size,
u_long
timeout
)
```

Receive
a
UDP
datagram.

Parameters:
sock
Socket
descriptor.
This
pointer
must
have
been
retrieved
by
calling
NutUdpCreateSocket().
addr
–
IP
address
of
the
remote
host
in
network

Re: UDP Client Problem

byte
order.
port
–
Remote
port
number
in
host
byte
order.
data
–
Pointer
to
the
buffer
that
receives
the
data.
size
–
Size
of
the
buffer
that
receives
the
data.
timeout
–
Maximum
number
of
milliseconds
to
wait.

But
problem
is
its
asking
for
the
remote
host
IP

Re: UDP Client Problem

Address
and
Port.
This
means
i
have
to
bind
my
client
to
specific
port.
Am
i
right?

Thanks
for
help
in
advance
BYe