

Re: CANNOT receive UDP data in SERVICE program

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-08/msg00126>

- *From:* "Farooque Khan" <farooque.khan[AT]gmail[DOT]com>
 - *Date:* Fri, 17 Aug 2007 13:38:25 +0530
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On command prompt type 'netstat -anop UDP' and check whether PORT1 is opened by service process ID or not (also check the Local Address).

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"GrepAll" <GrepAll@xxxxxxxx> wrote in message
<news:1187331810.184970.29880@xx>

More information:

I run the server program on the same machine with the one on which the client service runs, and the recvfrom can get data correctly.

Any advice?

On 8 16 , 10 14 , GrepAll <Grep...@xxxxxxxx> wrote:

Here is a strange problem, I cannot receive UDP data in the SERVICE program while it works well in normal Win32 APP.

Problem description:

Re: CANNOT receive UDP data in SERVICE program

It's a service program running in the client machine and it works following these steps:

1. Broadcast online request which brings local command socket port number #PORT1 (the server program will later send command data to this port);
2. Create an UDP socket #SOCK1 and bind the socket with #PORT1;
3. Call setsockopt to set a 5000ms TIMEOUT option on #SOCK1;
4. Call recvfrom on #SOCK1 to receive and process server command.

If I build this program as Win32 APP, it works well. But if I build it as a Win32 service, server program can receive the broadcast data, while the recvfrom always returns 10060(WSAETIMEDOUT). In fact I can see the command data in Sniffer, the port number is right.

Anybody knows the reason?