

Re: CANNOT receive UDP data in SERVICE program

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-08/msg00127>

- *From:* GrepAll <GrepAll@xxxxxxxxxx>
 - *Date:* Fri, 17 Aug 2007 02:18:19 -0700
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I have found the problem, it's the fault of my NON-standard windows SERVICE codes.

After downloading a SERVICE source code and copy my codes into it, the socket works well.

Really strange, I think I should learn more about Windows SERVICE tech.

Khan,

Thanks for your typing. Although that's not my problem, "netstat -anop UDP" is really a powerful command I didn't know before.

On 8 17 , 4 08 , "Farooque Khan" <farooque.khan[AT]gmail[DOT]com> wrote:

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" <Grep...@xxxxxxxxxx> wrote in message

<news:1187331810.184970.29880@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

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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, 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:

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

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number is
right.

Anybody knows the reason?