

Implementing messaging protocols (IOCP socket server)

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- *From:* "Kürpat" <xx@xxxxxx>
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Hi,

I try to implement a messaging protocol in my IOCP based socket server. I decide to use message header approach in my implementation. The header will simply contain length of the actual message. If, for example, length of the header is 5, first I will post a `WSARecv ()` with a 5-byte buffer. When this function completes, one of my IOCP workers will get the header (i.e. length of the message body) and post another `WSARecv ()` to get actual message. The problem is that if a client application sends a message with wrong header then the server gets wrong message length and communication between the server and that client is broken (most likely remain broken along that session). Do you have recommendations about this issue and about building messaging protocols in general?

Thanks in advance.

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