

Re: Real time streaming

Source:

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- *From:* "Dan" <dan@xxxxxxxxxxxxx>
 - *Date:* Fri, 1 Feb 2008 08:59:58 +0200
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Its actually an ASF stream which is a kind of http pseudo header and respond, following tcp packets which contain the actual data.

In my question I meant the tcp packets.

If I try to answer your question then the difference is in the tcp payload layer. However, as I said before, the total payload is the same(if I could sum just the payload data of all packets), its just divided in different length packets.

Hope I clarified a little.

Regards

Dan

"Kun Niu" <KunNiu@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:72904CCC-A514-4438-BD02-CDB59B9C30F9@xxxxxxxxxxxxxxxxxxxxx>

Which part is different?
Http content, http header, tcp layer or ip layer?

"Dan" wrote:

In my application I receive a stream of multimedia data from a source, and then I transmit it to a remote client pc – all that in real-time. The receiver gets all the data and everything looks fine. Problem is that if I watch a sniffer in my pc, which runs the application, I see that the packet length between the receiver stream and the transmitter is different, though the total data is probably similar. I use Ethereal and the protocol is Http. Can someone explain that please?
Regards
Dan

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