

Re: vb.net and sockets bug?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.general/2007-04/msg00043.html>

- *From:* "bucrepus" <bucrepus@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 2 Apr 2007 11:26:37 -0500
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Sorry about the double creation. Changing the bind to 1234 does bind PART of the local port 1234. If I issue a sendto as in my code Sendto(...,1234), the actual setup of the packet from vb.net shows a send source port of 2011 and a send dest port of 1234. which is only halfway correct, as verified by windows network monitor. This is def. a BUG.

I am trying to do something simple. I send to a remote machine(nonwindows) with a simple UDP packet. I used the code to send 2 bytes of data on port 9001. The remote receives the data but transmits a packet back to me on the REAL send source port the VB program sent it on which is NOT 9001, it looks like a windows assigned port. In fact the MSDN says it if you dont assign the SEND SOURCE PORT for the packet , it will assign a port in the 2000-65535 range. VB is only setting the dest port part of the packet, not the source send port part of it. I you actually fired the code off and lookup at it with a sniffer, this happens every time. I am very frustrated.Since windows is assigning a random port, I cant use the bind to figure out what port to listen on. Using a sniffer it is easy to see this bug, using MSDN code or mine, Ive tried several examples from MSDN with same results.

Any more ideas?

Thanks BUC

"Henning Krause [MVP - Exchange]" <newsgroups_remove@xxxxxxxxxxxxxxxxxxxxxx> wrote in message news:u1xM5wTdHHA.3648@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello,

1. Why are you creating the sockets two times?
2. Add a txSocket.Bind(new IPEndPoint(IPAddress.Any), 1234)

This will bind the socket to the local port 1234, and should solve your issue.

Best regards,
Henning Krause

"bucrepus" <bucrepus@xxxxxxxxxxxxxxxxxxxxxx> wrote in message news:%23OyWsVTdHHA.2088@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

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```
Dim UpdateIP As IPAddress
Dim packet(2) As Byte
Dim txSocket As Socket = New Socket(AddressFamily.InterNetwork,
SocketType.Dgram, ProtocolType.Udp)
'load some data of some sort
packet(0) = 1 : packet(1) = 1
UpdateIP = IPAddress.Parse("192.168.0.100")
txSocket = New Socket(AddressFamily.InterNetwork, SocketType.Dgram,
ProtocolType.Udp)
Dim txPLCEP As New IPEndPoint(UpdateIP, 9001)
txSocket.SendTo(packet, txPLCEP)
txSocket.Close()
txSocket = Nothing
```

'packet is transmitted to 192.168.0.100 with a source dest port of 9001 and a source send port of 2039. Depending on the machine I test this code on the source send port randomly changes around the 2000 range. verified with 2 diff packet sniffers including W2k3 server net monitor.

Thanks..
N\BUC

"buc" <bucrepus@xxxxxxxxxxxxxxxxxxxx> wrote in message
news:uBnKlcKdHHA.2068@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Why does VB.NET UDP sockets send data on random ports?. If I set a simple socket up to transmit a UDP packet on a port, look at the packet with a sniffer, the actual packets source port and dest.port are diff. The packets destination port is correct, but the packets source port it is actually sent from is random. Why? How can I figure out the actual source port windows is using, not what the vb.net socket is fake reporting?
Thanks BUC

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