

# Raw Socket Sender

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-09/4464.html>

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I must say I'm new to these Raw sockets in C# and unfortunately I haven't met anyone who is an expert in them which makes trying to develop any rather difficult.

What I've been doing is trying to create some sort of NAT Server to work as an ADSL gateway and share internet access. Yes I know I can use ICS, No I'm not going to. I want to learn something by doing this not just use a standard out of the box solution.

Anyway, I set up my packet receiver which receives RAW IP packets and dumps them all onto my processing functions which change around the Source Address and send the packet off for its trip onto the internet. However my RAW IP sender is not happy and I \*think\* it has something to do with sockets and blocking and the idea that sends should not overlap or something. Anyway the code goes something like:

```
sender = new Socket(AddressFamily.InterNetwork, SocketType.Raw,
ProtocolType.IP);
sender.Blocking = true;
sender.Bind(new IPEndPoint(IPAddress.Parse(IP), port));
sender.SetSocketOption(SocketOptionLevel.IP,
SocketOptionName.HeaderIncluded, 1);
// Code to make the packet as a byte buffer and finally:
sender.SendTo(send_buf_bytes, args.totallength,
System.Net.Sockets.SocketFlags.DontRoute, new IPEndPoint(args.destination,
0));
```

At which point the system dies and gives me a cryptic error message saying:

An unhandled exception of type 'System.Net.Sockets.SocketException' occurred in system.dll

Additional information: A blocking operation was interrupted by a call to WSACancelBlockingCall

Can anyone see what I missed. I think I maybe need to turn the socket into non-blocking by use of sender.IOControl but I have no idea what the actual

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call is or what the correct iocontrolcode would be.

Anyone got any ideas? Or does someone know that I am on the compleatly wrong track and can suggest what I should in fact be doing?

Thanks in advance,  
Kevin-John Beasley