

Re: 1000's UDP packets arrive same time problem

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-05/msg02747.html>

- *From:* Helge Jensen <helge.jensen@xxxxxxx>
 - *Date:* Sun, 15 May 2005 15:55:34 +0200
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ramta jatt via .NET 247 wrote:

I have problem of packet drop out.

UDP transfers are unreliable, packets can be dropped at any time. Probably your network is congested or you cannot handle the amount of input fast enough.

How much is the buffer size for UDP packets? Can I change it? My app can not allow dropping of packets.

You should really make a protocol on top of UDP to ensure against packet loss.

With the amounts of data that you seem to be sending are you sure you don't just want to be able to detect that packages have been lost?

Exactly what can you do if a package is lost?

Second problem is, the packets contain different type of information and will be processed by different Threads. If I use a queue, I will be having a thread-safe problem.

Make yourself a thread-safe Producer/Consumer queue. You can use a Mutex (for example) to block readers until data is available.

Please suggest me some design that will help me to solve above problems. I am using vb.net

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It sounds like you need to be able to offload packages from the OS as fast as possible. Make the routine that receives packages queue the raw package so it does as little work as possible. Have some lower priority threads for processing the generated queue. Not that this might cause the queue to grow indefinitely, with disastrous results, if you don't have enough processing power to process it.

You can also have a look at asynchronous IO, but that's going to generate a radically different way of coding your IO, and it's easy to get wrong. It's not too bad if you just queue the incoming packages, but still...

Possibly you could think about coding the performance-bound IO in C# to skip the VB interpretation? (I know close to nothing of VB, and you should check that you actually gain anything by changing this part to C#/... yourself).

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--> Sebastian cover-music: <http://uncdomshus.nu> <--

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