

# Udp server receives too much data

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2007-06/msg02115.html>

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I have a problem using udp client/server communication. After I send some buffer to server, server always receives the buffer three times. I doubt that this is an expected behaviour, so please someone tell me what I'm doing wrong.

SERVER CODE

```
EndPoint endPoint = new IPEndPoint(IPAddress.Any, 9944);

Socket server = new Socket(AddressFamily.InterNetwork,
SocketType.Dgram, ProtocolType.Udp);
server.Bind(endPoint);
server.Poll(Timeout.Infinite, SelectMode.SelectRead);
```

CLIENT CODE

```
EndPoint endPoint = new IPEndPoint(IPAddress.Broadcast,
9944);

Socket client = new Socket(AddressFamily.InterNetwork,
SocketType.Dgram, ProtocolType.Udp);
client.EnableBroadcast = true;
client.SendTo(BitConverter.GetBytes(999), endPoint);
```

Thx!

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