

Re: C# Async Socket timeouts

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2008-05/msg02927.html>

- *From:* "Peter Duniho" <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Wed, 28 May 2008 12:45:10 -0700
-

On Wed, 28 May 2008 12:37:38 -0700, <ColoradoGeiger@xxxxxxxx> wrote:

Jeroen,

I think I know what you mean. Since that BeginRead is already floating out there when I detect a timeout with my own timer, I should be able to just send data again, and if the client does respond this time then it will still jump into that original delegate that the first .BeginRead() attempt.

That makes sense to me. Is that right?

Well, sort of.

The fact is, if you have already sent data, and you expect a response to that data, and you have not received the response yet, you are not going to get a response to any subsequent data you send until you get the first response, assuming you get any response at all.

You can try sending data again, but the likelihood of doing so causing the communications to be "kicked" back into action or something like that is fairly low, and even if it works, you will still wind up with the reply from the previous data you sent, arriving before the reply to the subsequent data you sent.

This all assumes TCP, of course. With UDP, there's no connection and no strict ordering of data transmission, and so it behaves differently.

Pete

.