

## TCP Listener – Client IP?

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2005-02/0487.html>

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Hi

I made a simple TCP Listener server application that listens to a specific TCP port for incoming packets from a client. Everything seems to be fine. I still don't know how to determine the client's IP address (which is the source of the received packets).

Does anyone know how to find the client's IP address once the connection between the server and the client is established?