

Re: How to uniquely identify a UDP session at Winsock layer?

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For UDP, once a send is done, the socket will be auto-bound if it has not been previously bound. After which time you may call `getsockname()` to find out where it got bound to. Of course if you want to make sure to bind it to a particular interface you can just do that by calling `bind()` to explicitly bind the socket the interface you want.

Thanks,
- Omar

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"ganesan" <ganesan.nagrajan@xxxxxxxxxx> wrote in message
<news:1115922401.192064.115530@xx>

- > Hi all
- >
- > I had posted a question on Winsock UDP. Probably its wasn't corretly
- > stated.
- >
- > This is what I am looking for.
- >
- > Theoretically, I guess, a connection or session in uniquely identified
- > by "Source IP, Source port, Destination IP, Destination port".
- >
- > If you are below the TCP/IP stack you will get these for any
- > adapter(both for TCP and UDP).
- >
- > When you are at Winsock or LSP level, we may not able to know which
- > adapter is used for connection, if there are mulpitle adapters running
- > simultaneously. Of course in case of TCP once the connection is done
- > using `WSPConnect()` call, we can use the `getsockname()`,
- > `WSPGetSockName()`, `gethostbyname()` etc. calls to find the correct
- > source IP address and port used for that particular connection.

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>
> But for UDP, it may not be the case. User just creates a socket() and
> calls Sendto(). The call socket() doesn't establish any connection i
> guess. So when a sendto() call is made, i don't know which adapter is
> used for sending the data and thus i don't know the local IP and port
> used.
>
> So, How to uniquely identify a UDP session at the Winsock level,
> knowing that both sendto() and recvfrom calls() has only the remote
> host info?
>
> Thanks for any help.
>
> Ganesan
>

• *References:*

