

RE: Losing UDP packets with MFC Sockets

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-04/msg01137.html>

- *From:* "Xepol" <Xepol@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sat, 16 Apr 2005 13:40:02 -0700
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UDP is connectionless, as such it does not assure reliable delivery. If you need reliable delivery of packets you need to use TCP –PERIOD–.

If your TCP/IP stack is full (for example if the cpu is bogged and your task isn't able to keep it empty), incoming UDP packets will be discarded. The originating end does not get notified. That is how UDP is supposed. If you were using TCP, a negotiation would take place, the sender would get squelched and would keep resending the packets until your end could receive it, at which point everything would move forward again.

Frankly, I have a hell of a time hitting 100% on my CPU, even downloading, RAR unpacking, MP3s playing and 2 virtual PCs going at the same time, so I gotta ask what sort of system abusing tasks you've found!

Oh, incidently, changing some numbers in the TPC stack can actually make things MUCH MUCH worse (changing your window size for example can actually make it impossible for the packets to get past some routers/gateways as they don't handle larger packet windows)

Increasing the size of your buffer would merely delay the inevitable. If your task is seriously CPU starved, you might find that you just end up with a larger filled buffer instead of a solution.

If delivery is required, ALWAYS use TCP. If you can't use TCP for other reasons, you might have to simulate a connection by having your sender resend every packet until it receives an ACK in return (but you run the possibility of the sender missing an ACK and resending a packet too)

– Clinton R. Johnson

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- *Follow-Ups:*
 - ◆ ***RE: Losing UDP packets with MFC Sockets***
 - ◇ *From:* Vicent Soler

- *References:*

RE: Losing UDP packets with MFC Sockets

◆ *Losing UDP packets with MFC Sockets*

◇ *From:* Vicent Soler

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