

Re: UDP using CAsyncSocket

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DecafCoffeeDrinker wrote:

I have always used CAsyncSocket to make TCP connections. But for my current project I need to receive from a UDP stream. I thought I would just use CAsyncSocket and specify SOCK_DGRAM in the Create function. I asked my client for the address and port I should be using. He told me the port number and said "its UDP, I don't need an address". I said "Oh" and I left. I never connected to UDP before so I don't know. Now I am in my office and I am looking stuff up and I am confused...

For UDP, do I need an address to receive data as a client?

UDP packets can be sent to an address or they can be broadcast.

To receive UDP with CAsyncSocket just call Create(Port, SOCK_DGRAM) and when OnReceive is called call ReceiveFrom. No address needed.

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