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Subject: Re: UDP sockets?

Posted by [mirek](#) on Fri, 20 Nov 2009 13:13:54 GMT

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cbpporter wrote on Fri, 20 November 2009 07:42luzr wrote on Fri, 20 November 2009 14:37adding realiability

While I love reliability, UDP is by definition not reliable. I think any steps taken beyond a simple timeout would negate the benefits of it. Even the timeout is for some practical purposes overkill .

I guess it is more sophisticated than that.

For both requests and response <8KB, if there is no lost packet, there are only 2 datagrams going through with Urr (one to server, one from it). So no efficiency is lost.

Anyway, it happily handles all possible issues like lost or duplicated or long packets.

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