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Subject: Re: client adress in server available?

Posted by [kohait00](#) on Mon, 22 Nov 2010 10:05:44 GMT

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kohait00 wrote on Tue, 02 November 2010 20:57hi mirek,

Urr is quite nice in terms of interface..

a quick feature request comes up in my case.

using UrrServer, i'd need the adress of the client, the packet came from..

is this possible for you to make available in Urr?

what about

Urr.h:83

```
int SourcePort() const { sockaddr_in& srcadr = *(sockaddr_in*)&adr; return  
ntohs(srcadr.sin_port); }
```

```
String SourceIp() const { sockaddr_in& srcadr = *(sockaddr_in*)&adr; return  
String(inet_ntoa(srcadr.sin_addr)); }
```

BTW: RELEASE compile warns about empty ';', this is bit ugly in clean compiles

pls change to:

Urr.h:35

```
if(bug == 0) { LOG("[Emulated drop]"); }
```