
Subject: Urr Data not properly returned in our case
Posted by [sinpeople](#) on Sat, 30 Jan 2021 01:44:33 GMT
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Hi folks,

I zoomed in to the case in which udp data sent from win10 sdk is not properly handled by Urr.

I did the following to isolate the problem.

- A) send and receive udp data by using win10 sdk for both send and receive. (No data missing)
- B) send and receive udp data by using Urr protocol call for both send and receive (No data missing)
- C) send udp from win10 sdk to Urr receive (First 20 characters are missing)

I cannot tell what's the difference that caused the failure of cross-platform handling to receive UDP data from Win10 sdk. I have attached all my relevant source code here. I deleted most of those irrelevant portions and it can be compiled.

I looked into the Urr server.cpp and I found a 20 in the source code for handling the receiving data in the buffer. But I am such a newbie that I cannot understand what it is trying to do there.

Thank you very much for looking into this issue. Please advise how I can make change to correctly get data sent from win10 sdk. Though I have the win10 sdk sample code here, I prefer solve the problem at U++ side because U++ is the platform I choose to do my work.

Hope I have provided sufficient info and all source code are runnable at your side.

Best Regards

David WANG

P.S. I also tried to send data from U++ Urr and receive it by win10 sdk program. Win10 sdk program crashed immediately after I launch the sending program.

File Attachments

- 1) [20charMissing.PNG](#), downloaded 418 times
- 2) [SendRecv.PNG](#), downloaded 423 times
- 3) [UrrPingOK.PNG](#), downloaded 405 times
- 4) [w10_SendRecv.zip](#), downloaded 202 times
- 5) [UrrRecvTestPGM.zip](#), downloaded 200 times
