

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 358 times
 - 2) [SendRecv.PNG](#), downloaded 363 times
 - 3) [UrrPingOK.PNG](#), downloaded 339 times
 - 4) [w10_SendRecv.zip](#), downloaded 174 times
 - 5) [UrrRecvTestPGM.zip](#), downloaded 172 times
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