
Subject: BOOST UDP issue

Posted by [defactodeepak](#) on Sat, 27 Oct 2018 21:20:59 GMT

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Hello,

I am writing program to use BOOST library for UDP protocol. I have occurred with an error on windows only, it is working correct on CentOS 6.9 (Linux) GCC.

Issue is - When I use `send_to` function to write data on socket for specific IP or Port and suppose that IP/PORT is not working, then parallel reading socket inform us that it has data available for reading. When I read that data then it has length = -1 using native socket.

Suppose for this UDP, Server PORT is 9000 and client PORT 6000, client port is not working, and forcefully send datagram packets (UDP packets) from 9000 (Server) to 6000 (client). Here, on read socket we have data and its length = -1

Here, question: why 9000 (Server) socket have data for reading just after write to socket, but during read it has -1 length.

So, if anyone have solution of this issue then please discuss.

Sample code is attached.

File Attachments

1) [Demo01_DoesSocketHaveAnyData.cpp](#), downloaded 257 times

Subject: Re: BOOST UDP issue

Posted by [defactodeepak](#) on Sun, 28 Oct 2018 22:06:22 GMT

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Please refer following link for more detail

<https://stackoverflow.com/q/53026458/10568640>
