Subject: How to send broadcast
Posted by malya on Wed, 30 Jan 2008 10:08:36 GMT
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Hello!
How to send broadcast message for all computers of local network?

Example:
Work good

String host = "192.168.0.11";
ClientSocket(sock, host, _port, true, NULL, 5, false));

but

String host = "255.255.255.255";
ClientSocket(sock, host, _port, true, NULL, 5, false));

broadcast not work.

Thanks!

Subject: Re: How to send broadcast
Posted by waxblood on Fri, 01 Feb 2008 15:33:35 GMT
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I'm no network guru, so I'm just replying because nodoby else already did.

If your subnet mask is 255.255.255.0, have you tried to use 192.168.0.255 as broadcast address?

David

Subject: Re: How to send broadcast
Posted by captainc on Sun, 03 Feb 2008 12:44:12 GMT
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And do broadcasts have to be UDP? ...

Subject: Re: How to send broadcast
Posted by malya on Fri, 08 Feb 2008 07:45:30 GMT
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Quote:
And do broadcasts have to be UDP? ...

Thanks for reply, but how it`s made?

Subject: Re: How to send broadcast
Posted by tvanriper on Sun, 27 Apr 2008 17:39:16 GMT
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captainc wrote on Sun, 03 February 2008 07:44And do broadcasts have to be UDP? ...
I think so.

TCP/IP requires an established connection... which is more-or-less impossible through broadcast. I don't think you can have a one-to-many relationship with TCP/IP.

UDP is sort of a fire-and-forget way of sending information through a network, so you can easily set up one-to-many communications with it (since via UDP, you do not necessarily care about responses).

I wish I could help you, malya, but I don't know enough about network broadcasting yet.

Subject: Re: How to send broadcast
Posted by tvanriper on Sun, 27 Apr 2008 17:47:13 GMT
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I took a peek here for a little more information about broadcasting on a network.

It looks to me like 255.255.255.255 should work, if you only intend to broadcast locally, unless there's something else funky going on. I'm guessing there's a setting not quite right.
