Subject: UDP sockets?
Posted by Mindtraveller on Wed, 18 Nov 2009 17:26:11 GMT
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As it is stated in U++ help topics, it doesn't currently support UDP sockets. But I'd like to ask if it needs big effort to add UDP support into U++?

Subject: Re: UDP sockets?
Posted by bonami on Thu, 19 Nov 2009 09:35:50 GMT
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i donno what "udp socket" you refer to. but i am using it.
socket() i suppose. do U need a more powerful class?

Subject: Re: UDP sockets?
Posted by Mindtraveller on Thu, 19 Nov 2009 16:55:54 GMT
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Please show how you create UDP socket in U++. It is more likely TCP/IP socket.

Subject: Re: UDP sockets?
Posted by bonami on Fri, 20 Nov 2009 01:41:33 GMT
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socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP);
my whole project is EZ Comm on http://ezproject.sourceforge.net
It supports both TCP & UDP.

Subject: Re: UDP sockets?
Posted by Mindtraveller on Fri, 20 Nov 2009 09:42:17 GMT
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Mindtraveller wrote on Thu, 19 November 2009 19:55Please show how you create UDP socket in U++.
bonami wrote on Fri, 20 November 2009 04:41socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP);

There is no such socket constructor in U++. We have only Socket() {}
 Socket(One<Data> data) : data(data) {}

Subject: Re: UDP sockets?
Posted by mirek on Fri, 20 Nov 2009 12:37:30 GMT
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Mindtraveller wrote on Fri, 20 November 2009 04:42Mindtraveller wrote on Thu, 19 November 2009 19:55Please show how you create UDP socket in U++.
bonami wrote on Fri, 20 November 2009 04:41socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP);

There is no such socket constructor in U++. We have only Socket() {}
 Socket(One<Data> data) : data(data) {}

That is true. But it appears that encapsulating UDP sockets really has little sense. But I might be wrong.

BTW, I have a nice thing called "Urr", which stands for "UDP request-response", which is package that implements UDP based request-response (both Strings) proprietary protocol (adding realiability and allowing messages of any size to pass).

Maybe it could be useful for you? I was considering adding this public sources for a while...

Maybe I will put it into bazaar.

Mirek

Subject: Re: UDP sockets?
Posted by cbpporter on Fri, 20 Nov 2009 12:42:19 GMT
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luzr wrote on Fri, 20 November 2009 14:37adding realiability
While I love reliability, UDP is by definition not reliable. I think any steps taken beyond a simple timeout would negate the benefits of it. Even the timeout is for some practical purposes overkill .

Subject: Re: UDP sockets?
Posted by mirek on Fri, 20 Nov 2009 13:13:54 GMT
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cbpporter wrote on Fri, 20 November 2009 07:42luzr wrote on Fri, 20 November 2009 14:37adding realiability
While I love reliability, UDP is by definition not reliable. I think any steps taken beyond a simple timeout would negate the benefits of it. Even the timeout is for some practical purposes overkill .

I guess it is more sophisticated than that.

For both requests and response <8KB, if there is no lost packet, there are only 2 datagrams going through with Urr (one to server, one from it). So no efficiency is lost.

Anyway, it happily handles all possible issues like lost or duplicated or long packets.