
Subject: Urr

Posted by [mirek](#) on Fri, 20 Nov 2009 13:09:12 GMT

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I have added "UDP request-response" protocol/package.

If you are intersted, see UrrPingClient/UrrPingServer examples.

Subject: Re: Urr

Posted by [Mindtraveller](#) on Sat, 21 Nov 2009 11:37:35 GMT

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Is this package cross-platform?

Subject: Re: Urr

Posted by [Mindtraveller](#) on Mon, 23 Nov 2009 20:08:08 GMT

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::up::

Subject: Re: Urr

Posted by [mirek](#) on Wed, 09 Dec 2009 08:29:55 GMT

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Mindtraveller wrote on Sat, 21 November 2009 06:37Is this package cross-platform?

Should be.

Subject: Re: Urr

Posted by [tojocky](#) on Sun, 27 Dec 2009 20:40:28 GMT

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luzr wrote on Wed, 09 December 2009 10:29Mindtraveller wrote on Sat, 21 November 2009 06:37Is this package cross-platform?

Should be.

Nice example!

Thank you!

What you recommend to send massive data between two computers by internet?

regards, Ion (tojocky)

Subject: Re: Urr
Posted by [Didier](#) on Mon, 28 Dec 2009 11:53:17 GMT
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Hi Tojoky,

UDP can be used safely between two computers in a LAN. If you plan to use it over internet a problem comes immediately to you:

UDP is allowed to lose packets (without you being noticed !)

There are two solutions:

- 1 - you can afford to lose some packets
- 2 - you have a dedicated control mechanism (as in TCP)

A second problem comes: it is not guaranteed that you will receive all the packets in original order ! (although most of them will be in the wright order)

Subject: client adress in server available?
Posted by [kohait00](#) on Tue, 02 Nov 2010 19:57:38 GMT
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hi mirek,

Urr is quite nice in terms of interface..
a quick feature request comes up in my case.
using UrrServer, i'd need the adress of the client, the packet came from..
is this possible for you to make available in Urr?

Subject: BUG: MinGW compile needs 'ws2_32' linking in Urr
Posted by [kohait00](#) on Thu, 04 Nov 2010 10:56:37 GMT
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hi mirek

compiling /using Urr under TDMGCC / MINGW resulted in a linkage error, ws2_32 was missing..
i was brave enough to directly commit this small change for you..hope this is ok.

Subject: Re: client adress in server available?
Posted by [kohait00](#) on Mon, 22 Nov 2010 10:05:44 GMT

kohait00 wrote on Tue, 02 November 2010 20:57hi mirek,

Urr is quite nice in terms of interface..
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is this possible for you to make available in Urr?

what about
Urr.h:83

```
int SourcePort() const { sockaddr_in& srcadr = *(sockaddr_in*)&adr; return  
ntohs(srcadr.sin_port); }  
String SourceIp() const { sockaddr_in& srcadr = *(sockaddr_in*)&adr; return  
String(inet_ntoa(srcadr.sin_addr)); }
```

BTW: RELEASE compile warns about empty ';', this is bit ugly in clean compiles
pls change to:
Urr.h:35

```
if(bug == 0) { LOG("[Emulated drop]"); }
```

Subject: Re: Urr
Posted by [mirek](#) on Sat, 08 Jan 2011 19:15:13 GMT
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Didier wrote on Mon, 28 December 2009 06:53Hi Tojoky,

UDP can be used safely between two computers in a LAN. If you plan to use it over internet a
problem comes immediately to you:
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There are two solutions:
1 - you can afford to lose some packets
2 - you have a dedicated control mechanism (as in TCP)

A second problem comes: it is not guaranteed that you will receive all the packets in original order
! (although most of them will be in the wright order)

However, those are things that Urr solves...

Well, for very large amounts of data, TCP will be better. But if your usage scenario is about making a lot of quick requests and getting response that usually (not always!) is less than say 32KB, Urr shall be better - it takes quite long for TCP to establish connection, while for Urr request/response are just 2 packets.

If your response data too often >32KB, Urr still would work fine, but at some point TCP/IP would start to be better.

Subject: Re: client adress in server available?
Posted by [mirek](#) on Sat, 08 Jan 2011 19:18:52 GMT
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kohait00 wrote on Tue, 02 November 2010 15:57hi mirek,

Urr is quite nice in terms of interface..
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is this possible for you to make available in Urr?

I have no problem adding this feature by you, this is bazaar after all

However, I have to warn you about USING it for anything else than small projects in controlled environment. Too many devices in networks are performing NAT, so client address tends to be completely unreliable.

Subject: Re: client adress in server available?
Posted by [kohait00](#) on Tue, 26 Apr 2011 11:58:17 GMT
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committed it with a warning...