
Subject: UDP connection

Posted by [Wolfgang](#) on Wed, 18 Apr 2012 08:00:30 GMT

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can some1 tell me how to connect to an UDP Socket...

I've included web.h but the only thing i get is an TCP connection...

Subject: Re: UDP connection

Posted by [Zbych](#) on Wed, 18 Apr 2012 08:10:43 GMT

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Check Urr package in bazaar.

Subject: Re: UDP connection

Posted by [Wolfgang](#) on Thu, 19 Apr 2012 12:59:41 GMT

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thank you, i can connect and send but i dont know how to listen - there is nothing in the client example about that (the example just shows how to call and get the response)

Subject: Re: UDP connection

Posted by [Zbych](#) on Thu, 19 Apr 2012 13:25:18 GMT

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Take a look at Server.cpp in urr.

You need to open socket and bind:

```
sas_sock = socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP);
if(sas_sock < 0) {
    RLOG("SAS SOCK ERROR");
    goto End;
}
srvadr.sin_family = AF_INET;
srvadr.sin_port = htons(SAS_PORT);
srvadr.sin_addr.s_addr = htonl(INADDR_ANY);
if(bind(sas_sock, (sockaddr *) &srvadr, sizeof(srvadr)) != 0) {
    RLOG("SAS SOCK BIND ERROR");
    goto End;
}
```

```
len = 1;
setsockopt(sas_sock, SOL_SOCKET, SO_BROADCAST, (const char *)&len, sizeof(len));
```

and then wait for input:

```
struct sockaddr address;
socklen_t addr_size = sizeof(address);
ssize_t len = recvfrom(sas_sock, (char *)buffer, buff_len, 0, &address, &addr_size);
```

Subject: Re: UDP connection
Posted by [Wolfgang](#) on Thu, 19 Apr 2012 14:03:43 GMT
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I dont see...

on udp:3600 a program sends output and i want to listen to it..

you say i have to open another port and bind it to udp:3600?

Can you give me an example.... I had opened a server and i connected a client but dont know how to bind.

Subject: Re: UDP connection
Posted by [Zbych](#) on Thu, 19 Apr 2012 18:32:29 GMT
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There are two packages in bazaar: UrrPingClient and UrrPingServer.

Here you have simple Linux udp server. On windows you need to add some winsock initialization.

```
#include <Core/Core.h>
#include <arpa/inet.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
{
    int sock = socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP);
```

```

if(sock < 0) {
    RLOG("SOCK ERROR");
    return;
}

sockaddr_in srvadr;
srvadr.sin_family = AF_INET;
srvadr.sin_port = htons(9999);
srvadr.sin_addr.s_addr = htonl(INADDR_ANY);
if(bind(sock, (sockaddr *) &srvadr, sizeof(srvadr)) != 0) {
    RLOG("SOCK BIND ERROR");
    close(sock);
    return;
}

struct sockaddr addr;
socklen_t addr_size = sizeof(addr);
char buff[256];

while(1){
    ssize_t len = recvfrom(sock, buff, sizeof(buff), 0, &addr, &addr_size);
    if (len > 0){
        Cout() << Format("%d.%d.%d.%d: '%s'",
            addr.sa_data[2], addr.sa_data[3], addr.sa_data[4], addr.sa_data[5], String(buff, len));
    }
}

close(sock);
}

```

Subject: Re: UDP connection
Posted by [Wolfgang](#) on Thu, 19 Apr 2012 19:24:43 GMT
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Thank you but with this example I just get a sock bind error if i try to connect to my UDP Socket 3600 (there the program which sends informations is)...

Subject: Re: UDP connection
Posted by [Zbych](#) on Fri, 20 Apr 2012 06:14:18 GMT
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Maybe you should decide whether you need client or server.
 If you get bind error that means that port 3600 is already taken by another program.

You should do some preliminary tests with netcat.
To run UDP server just type:
nc -u -l -p 3600

UDP client:
nc -u 127.0.0.1 3600

Subject: Re: UDP connection
Posted by [Wolfgang](#) on Fri, 20 Apr 2012 07:34:56 GMT
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Thats my big question, as i wrote this is the situation:

- On port 3600 UDP is a program that sends information
- I want to listen to this information

Quote:

```
root@chieftec:/home/wolfgang# lsof -i | grep -i UDP
hdeam    807      root    4u IPv4  4277    0t0  UDP *:3600
Ideam    2125   wolfgang  3u IPv4  35397    0t0  UDP *:39563
```

"hdeam" sends information....

Ideam is a program that gets information from hdeam - and I want to get information, too!

In this case I think i need just a client?!

But with UrrClient I don't know how to listen because I don't want to send to the socket, just read from it.

So I really don't know if I need a server and a client or just a client for this. Whats the schematic of such a connection?

- Do I have to start a own server on another port than 3600, connect through another socket to UDP 3600 and tell the server to establish a connection to my own server?

OR

- Do I just have to connect to UDP 3600 Port with a client and listen? (If yes - I tried but in UrrClient for example is no method for listening..)

Subject: Re: UDP connection
Posted by [Zbych](#) on Fri, 20 Apr 2012 08:16:18 GMT
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It appears that hdeam is a server. So you need a client.

Keep in mind that UDP is connectionless protocol and sever doesn't know that client has opened a socket. Client has to send something to get response or wait for broadcast. Try to use wireshark or tcpdump to see communication protocol between hdeam and ldeam.

Subject: Re: UDP connection

Posted by [Wolfgang](#) on Fri, 20 Apr 2012 08:23:19 GMT

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okay, I'll try. Thank you very much for your help!

I already connected with nc as client twice to the udp 3600 port, if i send from nc#1 the information appears at nc#2 and at ldeam, if I send from nc#2 it appears at nc#1 and ldeam but if i send from ldeam#2 i just appears at ldeam.... thats strange, isn't it?

and... all the input / output is scrambled...
