
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);  
}
```
