

Re: udp packet loss even with large socket buffer

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-03/0263.html>

From: Charlie (Zhanglei) Wang (filamoon2_at_hotmail.com)

Date: 03/02/04

To: "Denis Vlasenko" <vda@port.imtp.ilyichevsk.odessa.ua>, <linux-kernel@vger.kernel.org>
Date: Mon, 1 Mar 2004 21:12:04 -0500

hi,

Thanks for your reply. If you want to exactly reproduce my problem, please use the following commands to download my codes from cvs:

```
cvs -d:pserver:anonymous@cvs.sourceforge.net:/cvsroot/gaim-vv login
cvs -z3 -d:pserver:anonymous@cvs.sourceforge.net:/cvsroot/gaim-vv co
linphone
```

Simply hit enter when prompted for passwd.

- (1) Please download and install libosip before compiling.
- (2) Before ./configure, please run command 'rm -Rf ffmpeg; ln -s ffmpeg-0.4.8 ffmpeg'.
- (3) After 'make' and 'make install', use 'linphonec' to run the program.
- (4) Under linphonec, use the following commands to communicate with windows messenger:

```
r www-db.research.bell-labs.com
c <sip:username_of_windows_messenger@www-db.research.bell-labs.com>
```

www-db.research.bell-labs.com is a public sip server.

Under Windows Messenger (which runs only under WinXP), use SIP login method. Sign-in name should be `username_of_windows_messenger@www-db.research.bell-labs.com`

Please note that Windows Messenger is different from MSN Messenger.

I know it's kind of complicated... :(Thank you in advance!

PS: My Linux box and Windows XP box run in the same LAN.

Johnny

----- Original Message -----

From: "Denis Vlasenko" <vda@port.imtp.ilyichevsk.odessa.ua>
To: "johnny zhao" <filamoon2@hotmail.com>; <linux-kernel@vger.kernel.org>
Sent: Saturday, February 28, 2004 4:22 PM

Linux-Kernel: Re: udp packet loss even with large socket buffer

Subject: Re: udp packet loss even with large socket buffer

> On Saturday 28 February 2004 03:09, johnny zhao wrote:
> > Hi,
> >
> > I have a problem when trying to receive udp packets containing video
data
> > sent by Microsoft Windows Messenger. Here is a detailed description:
> >
> > Linux box:
> > Linux-2.4.21-0.13mdksmp, P4 2.6G HT
> > socket mode:
> > blocked mode
> > code used:
> > while (recvfrom(...))
> > socket buffer size:
> > 8388608, set by using sysctl -w net.core.rmem_default and rmem_max
> >
> > I used ethereal(using libpcap) to monitor the network traffic. All the
> > packets were transferred and captured by libpcap. But my program
constantly
> > suffers from packet loss. According to ethereal, the average time
interval
> > between 2 packets is 70-80ms, and the minimum interval can go down to
> > ~1ms. Each packet is smaller than 1500 bytes (ethernet MTU).
> >
> > Can anybody help me? I googled and found a similar case that had been
> > solved by increasing the socket buffer size. But it doesn't work for me.

I

> > think 8M is a crazily large size :(
>
> Post a small program demonstrating your problem.
> (I'd test udp receive with netcat too)
> --
> vda
>
> -
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> the body of a message to majordomo@vger.kernel.org
> More majordomo info at <http://vger.kernel.org/majordomo-info.html>
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>
-

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