Re: Broken TCP/IP packets

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- *Date*: Wed, 11 Apr 2007 17:27:43 +1000

> So your reciveing end simply must be written so as it keeps on reading
> from the TCP stream up until you have 20 bytes, and store excess bytes
> it may have read for the next call. This can easily be implemented
> with a ring buffer structure and as many calls to recv() as needed.
>
> If you try to circumvent this, you are fighting against TCP and
> potential oddities/requierements of the unterlaying network along the
> comunication path.

No converter will break up a 20 byte burst into multiple packets. If this is happeneing its the worst converter I have ever seen. If the packets were 2,000 bytes then maybe, but I have never seen a converter send while data is still being recieved. I suspect the user has set a setting wrong on the device to only allow 10 byte buffer or something. We have 300byte packets and have NEVER seen on brocken out of hundreds of thousands (I programmed it to log these and it has never happened).

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