

## Re: resolving routes externally

**Source:** <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/net/2004-11/0213.html>

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**From:** James ([haesu\\_at\\_towardex.com](mailto:haesu_at_towardex.com))

**Date:** 11/24/04

Date: Tue, 23 Nov 2004 20:51:56 -0500

To: Martin Eugen <[martin.eugen@gmail.com](mailto:martin.eugen@gmail.com)>, [freebsd-net@freebsd.org](mailto:freebsd-net@freebsd.org), [freebsd-hackers@freebsd.org](mailto:freebsd-hackers@freebsd.org)

On Tue, Nov 23, 2004 at 08:49:19PM -0500, James wrote:

> On Tue, Nov 23, 2004 at 10:36:46AM -0800, Bruce M Simpson wrote:

> [ snip ]

>>

>> *If I understand correctly, you want the kernel to queue packets until  
>> layer 2 address resolution is complete. Right now we don't do this. If  
>> there is no route to a destination, packets will be dropped.*

>

> *The KAME ipv6 code does this for v6 neighbor discovery (which is not  
> arp yes..). Martin, `nd6_output()` in `netinet6/nd6.c` should be helpful  
> if you want to look. RFC requires routers to queue packets up during  
> layer 2 resolution process (which is why in IPv6 when destination  
> host is down you see !A with huge latency -- i.e. 3400ms due to  
> queueing by the router[1]).*

Err my bad. I meant 'latest packet' (like in arp resolution)

-J

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