

## [SOLVED] sending MAC packets ---- again, and again

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*Date:* 05/21/05

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To: freebsd-net@freebsd.org

Hello all

Thanks to your answers, and thanks to Charles Swiger for mentioning the timeout value, i went to the manpage and re-read that, and figured out that I had misinterpreted the timeout purpose. I thought that if I set it to zero, I would wait forever and as soon as a packet arrived I would be notified... I was wrong... When I set it to zero, pcap\_loop would actually wait forever before notifying me of any received packets. Setting the timeout to 1 I get the packets immediately after pcap sees them.

The only problem is, I'm imposing an artificial 1ms delay in my receiving of packets. It's not actually important at this point, but it would be nice if it weren't that way.

Again, thank you all

- Daniel

---- Daniel Valencia <fetrovsky@yahoo.com> wrote:

> *Hello*

>

> ---- Charles Swiger <cswiger@mac.com> wrote:

> > *pcap\_dispatch()* will not

> > *necessarily*

> > *return when the read times out; on*

> > *some*

> > *platforms, the read*

> > *timeout*

> > *isn't supported, and, on other platforms,*

> > *the timer doesn't*

> > *start until*

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> > *at least one packet arrives. This means*  
>  
> *If I read this correctly, pcap will sometimes wait*  
> *forever until a packet appears, which I don't*  
> *actually*  
> *mind because it's actually the behaviour that I'm*  
> *expecting. What is really odd is that even when*  
> *packets ARE arriving, pcap\_loop just sits there,*  
> *lets*  
> *the packets pile up, and then shows all the messages*  
> *at once... then it blocks again for a while, even as*  
> *I*  
> *send messages from the other computer, just to show*  
> *them all at once again, and so on...*  
>  
> > *you'll pr*