

07 Networking

TCP

TCP Listen VI

Set the `resolve remote address` boolean to `FALSE` unless you really need this feature. Resolving the name might take a long time if no DNS is available:

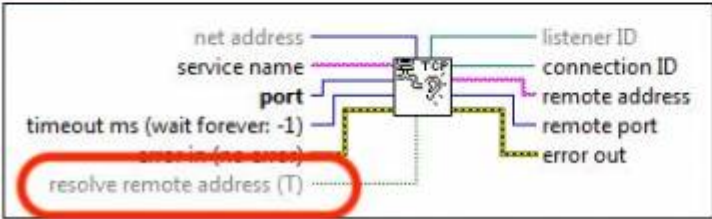
TCP Listen VI

Owning Palette: [TCP VI and Functions](#)

Requires: Base Development System

Creates a listener and waits for an accepted TCP network connection at the specified **port**.

[Details](#)



net address
service name
port
timeout ms (wait forever: -1)
error in (no error)
resolve remote address (T)

listener ID
connection ID
remote address
remote port
error out

+ Add to the block diagram Find on the palette

error in describes error conditions that occur before this node runs. This input provides [standard error in](#) functionality.

resolve remote address indicates whether to call the IP To String function on the remote address. The default is TRUE. Refer to [IP To String](#) for more information.

listener ID is a network connection refnum that uniquely identifies the listener.

connection ID is a network connection refnum that uniquely identifies the TCP connection. Use this value to refer to this connection in subsequent I/O calls.

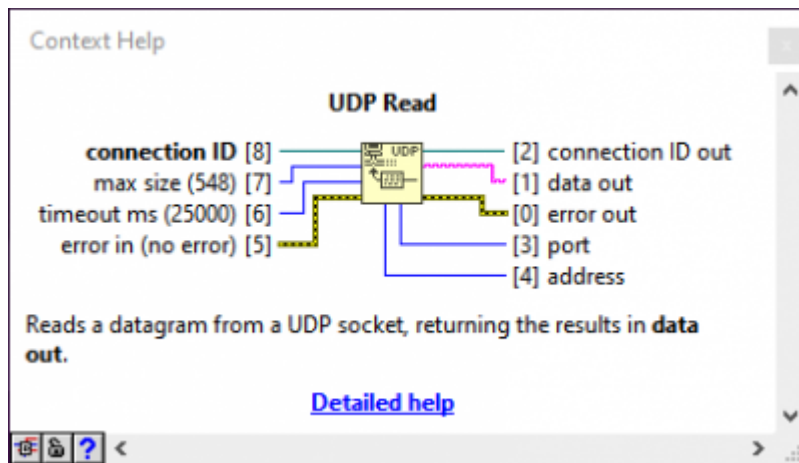
remote address is the address of the remote machine associated with the TCP connection. If **resolve remote address** is TRUE, this address is in the form `machinename.domain.com`. If **resolve remote address** is FALSE, this address is in IP dot notation format such as `128.0.0.25`.

remote port is the port the remote system uses for the connection.

UDP

UDP Read

Always wire an adequate `max size` for the datagram to the UDP Read VI. Ideally, make it a configuration setting. The default size is 548 bytes, which is very often too small and might lead to problems that are very difficult to track down.



max size is the maximum number of bytes to read. The default is 548. (Windows) If you wire a value other than 548 to this input, Windows might return an error because the function cannot read fewer bytes than are in a packet.

The HSE Way of Working:

A set of guidelines that recommend programming style, better practices, and methods for all our LabVIEW projects. We ask all our peers to follow these guidelines to help improve the readability of our shared source code and make software maintenance easier.

<< 06 LVOOP 11 DQMH >>

From:
<https://dokuwiki.hampel-soft.com/> - **HAMPEL SOFTWARE ENGINEERING**

Permanent link:
<https://dokuwiki.hampel-soft.com/kb/bestpractices/codingconventions/networking?rev=1747726047>

Last update: **2025/05/20 07:27**

