

NFD - Bug #2204

Cannot create local UDP Face

11/20/2014 11:13 AM - Adeola Bannis

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|--|----------|------------------------|------------|
| Status: | Rejected | Start date: | 11/20/2014 |
| Priority: | Normal | Due date: | |
| Assignee: | | % Done: | 0% |
| Category: | Faces | Estimated time: | 0.00 hour |
| Target version: | | | |
| Description | | | |
| In TcpChannel, the endpoint of the face is checked for localhost scope (https://github.com/named-data/NFD/blob/master/daemon/face/tcp-channel.cpp#L138), but in UdpChannel, there is no such check, and so it is not possible to make a local UDP face. As a result, applications trying to register prefixes with a UDP face are rejected for violating localhost scope. | | | |

History

#1 - 11/20/2014 11:26 AM - Junxiao Shi

- Tracker changed from Task to Bug
- Status changed from New to Rejected

This behavior is by design.

Applications should use UNIX stream socket or TCP socket or WebSockets to talk to local forwarder. The preference among these is UNIX > TCP > WebSockets.

I'm not aware of any library / framework that supports none of them or incur a **major** performance penalty. If there is, please point out, and attach performance benchmark that shows UNIX/TCP socket is a bottleneck.

UDP faces are only used between forwarders. Application shouldn't connect on UDP sockets.