I want to do this

for (int i = 0; i < 100; i++ ){

Byte[] receiveBytes = receivingUdpClient.Receive(ref RemoteIpEndPoint);}

But instead of using UdpClient.Receive, I have to use UdpClient.BeginReceive. The problem is, how do I do that? There aren't a lot of samples using BeginReceive, and the MSDN example is not helping at all. Should I use BeginReceive, or just create it under a separate thread?

**Answer:**

I think you should not use it in a loop but instead whenever the BeginReceive callback is called you call BeginReceive once more and you keep a public variable for count if you want to limit the number to 100.

<https://stackoverflow.com/questions/4118219/how-to-use-udpclient-beginreceive-in-a-loop>