CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 24

[CSndBuffer::readData]<<[1]3080454910 [2]448240642 [3]2501556124 [4]664083127

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

已经完成一个数据的发送（APP->Camera）

[CSndQueue::worker]<<2-sendto pthread, has send data 1473582352943ms

进入第二个数据的发送过程

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 24

u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait…

processCtrl:rev Ack----time----1473582352945ms

sendCtrl: Ack2----time----1473582352946ms

[func]<< CSndQueue::sendto

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 26

u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473582353049ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 26

[CSndBuffer::readData]<<[1]3080520446 [2]448240898 [3]2501556125 [4]647305911

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473582353053ms

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntryp:r o0c

es[sfCutnrcl]:< <r eCSndUList::remove\_

[CUDT::vp aAcckkD2a-t-a-]-<t<iNmoe -P-a-c-k1e4t7 3i5n 8L2o3s5s3 0l5i3smts,

a new packet pop from buffer

cwnd: 2p6r

ocue-s>spCatcrklD:arteav Ack----time----1473582(3p5k3t0,6 1tmss)

<s=e n0d

Ctrl: Ack2---[-CtSinmdeQ-u-e-u-e1:4:7w3o5rker]<8<2p3o5p3(0a6d3dmrs,

[func]<< CSndQueue::sendto

pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, jCSndUList::update

[CSndUList::inseurstt\_ ]eInntseerr tt oa mn\_eWwi nUdDoTw Cionnsdt awnait...

ce n->m\_iHeapLoc: -1 m\_pUDT: 0x1360b7c00 udt: 0x1360b7c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_][<C<S2ndQueue::worker]<<4-m\_Wind-pthread\_coonwdC\_osnidg,n aelx(imt\_ pmW\_iWnidnodwoCwoCnodn)

d wait, sceonndtCtrl: Ack----time----1473582353074ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

inue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 28

u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl: rev Ack2----time----1473582353082ms

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 33

[CSndBuffer::readData]<<[1]1527644926 [2]3109752322 [3]2646170382 [4]2057156955

[CSndBuffer::readData]<<msgno: -1073741815 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473591080113ms

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 33

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[onTimeout]1-m\_dPktSndPeriod:200000

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473591082605ms

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 33

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 33

[CSndBuffer::readData]<<[1]1527710462 [2]3109752578 [3]2646170383 [4]2073934171

[CSndBuffer::readData]<<msgno: -1073741814 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473591085205ms

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

CSndUList::update

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

sendCtrl: Msg drop request

[func]<< CSndQueue::sendto

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x1500d0000 udt: 0x1500d0000

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

sendCtrl: Msg drop request

[func]<< CSndQueue::sendto

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

2016-09-11 18:51:29:270 FlyingCamera[379:215101] wifi disconnected

[func]<< CSndUList::remove\_

sendCtrl: Shutdown

[func]<< CSndQueue::sendto

recvmsg: Operation not supported: Invalid socket ID.

[func]<< CRcvUList::remove

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

正常的状态获取

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

唤醒持续发送数据的线程

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

发送数据

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

[CSndBuffer::readData]<<[1]1142948606 [2]440672258 [3]4279911456 [4]1946098244

[CSndBuffer::readData]<<msgno: -1073741817 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473593607435ms

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473593607438ms

sendCtrl: Ack2----time----1473593607439ms

[func]<< CSndQueue::sendto

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 31

[CSndBuffer::readData]<<[1]1143014142 [2]440672514 [3]4279911457 [4]1929321028

[CSndBuffer::readData]<<msgno: -1073741816 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473593607513ms

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 31

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473593607517ms

sendCtrl: Ack2----time----1473593607517ms

[func]<< CSndQueue::sendto

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15484da00 udt: 0x15484da00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLasstEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 33

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

endCtrl: Ack----time----1473593607536ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

sendCtrl: Ack----time----1473593607542ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473593607546ms

sendCtrl: Ack----time----1473593607647ms

sendCtrl: Ack----time----1473593607748ms

sendCtrl: Ack----time----1473593607848ms

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473593607851ms

增加打印

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

上面插入数据至buffer后，唤醒从buffer中读取数据的线程

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

被唤醒后，开始执行：pop，read，send

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CSndBuffer::readData]<<[1]2305229566 [2]3012126466 [3]4189292903 [4]2918822793

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473596218471ms

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473596218475ms

sendCtrl: Ack2----time----1473596218475ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473596218594ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CSndBuffer::readData]<<[1]2305164030 [2]3012126210 [3]4189292902 [4]2902045577

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 14p7r3o5c9e6s2s1C8t6r0l0:m sr

e

v [ACcSkn2d-Q-u-e-ue::worker]<<1-sendto pthread, send dattai

meC-S-ndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Los-s- 1l4i7s3t5,9 a new packet pop from buffer

cwnd: 27

6218601ms

\357\274\357\274p\273rCoScnedsUsLCitsrtl:::rpeovp ]A<c<ku--->-p-atcikmDea-t-a-(-p1k4t7,3 5t9s6)2 1<8=6 007

ms[

CSsnednQduCeturel::: wAocrkk2e-r-]-<-<tpiompe(-a-d-d-r1,4 7p3k5t9)6 2<1 806,0 9nmost

s[efnudntco] <d<a tCaS,n dcQounetuien:u:es

en[dCtSon

dQ[uCeUuDeT::::wsoernkdemrs]g<]<<3<-mm\_\_pWSinndowCond, just enter to md\_QWuienudeo-w>Cmond wait...\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x135080200 udt: 0x135080200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::inser[CSndQueue::worker]t<\_<]4<-<m2\_-WpitnhdroewaCdo\_ncond\_signal(m\_pWindowCond)

d, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473596218719ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473596218731ms

processCtrl:rev Keep-alive

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15f090200 udt: 0x15f090200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CSndBuffer::readData]<<[1]2183267070 [2]3800179202 [3]2850193954 [4]3920224898

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15f090200 udt: 0x15f090200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473595599424ms

[CSndQueue:p:rwoocreksesrC]t<r<l1:- sreenvd tAoc kp2t-h-r-e-atime----1473595599425dm,s

send data

CSndUList::pop,p rmo\_cieLsassCttErntry: 0

l:rev Ack----time----1473[5f9u5n5c9]9<4<3 1CmSsn

dUsLeinsdtC:t:rrle:m oAvcek\_2

--[-C-UtDiTm:e:-p-a-c-kData]<<No Pack1473595599433ms

[func]<< CSndQueue:e:ts in Loss list, a new packet pop from buffer

cwnd: 27

［eCnSdntdoU

Li[sCtU:D:Tp:o:ps]e<n<dum-s>gp]a<c<kmD\_ata(pkt, ts) <= 0

[CSndQueue::worker]<<ppSop(naddQdure,u ep-k>tm)\_ p<S n0d,U Lniostt -s>eunpddtao dtaeta, cont

inCuSen

dUList::update

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x15f090200 udt: 0x15f090200

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQuesueen::worker]<<1-sednCdttrl: Loss report

[func]<< CSndQueue::sendto

o pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473595599457ms

m\_iSize: 8192 m\_iMaxPos:1 len: 2

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473595599460ms

增加打印**2**

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

插入data至buffer，唤醒send线程

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

send线程，执行：pop，read，

[CSndQueue::worker]<<ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CSndBuffer::readData]<<[1]1410532094 [2]2673087234 [3]3617543187 [4]4158103380

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

CSndUList::pop, ts : 1473597645176471

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473597645179ms

[CSndQueue::worker]<<ts: 1473597645176471

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<ts: 0

进入等待

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473597645182ms

sendCtrl: Ack2----time----1473597645182ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473597645185ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473597645188ms

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CSndBuffer::readData]<<[1]1410466558 [2]2673086978 [3]3617543186 [4]4141326164

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

CSndUList::pop, ts : 1473597645264041

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473597645267ms

[CSndQueue::worker]<<ts: 1473597645264041

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473597645270ms

sendCtrl: Ack2----time----1473597645270ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x13f090c00 udt: 0x13f090c00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 29

［CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473597645371ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473597645374ms

读取状态

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

send线程被唤醒

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

进入loop，插入新数据，ts初始化为1

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 28

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]1395524350 [2]3931319810 [3]1491751726 [4]2321082963

[CSndBuffer::readData]<<msgno: -1073741817 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473601298956676

CSndUList::pop, ts : 1473601298956676

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473601298961ms

进入loop，之前插入过数据，现在未插入新数据，ts被初始化为1473601298956676

[CSndQueue::worker]<<new loop, ts: 1473601298956676

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 28

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

进入loop，之前未插入数据，现在插入数据，ts初始化为0

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473601298964ms

sendCtrl: Ack2----time----1473601298970ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

进入loop，插入新数据，ts初始化为1

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 28

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

之前检测到缓冲区为空，则将ts设置为0

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473601299109ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 30

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]1395589886 [2]3931320066 [3]1491751727 [4]2337860179

[CSndBuffer::readData]<<msgno: -1073741816 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473601299116128

CSndUList::pop, ts : 1473601299116128

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUpDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473601299119ms

[CSndQueue::worker]<<new loop, ts: 1473601299116128

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 30

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->rpackData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

ocessCtrl: rev Ack2----time----1473601299117ms

processCtrl:rev Ack----time----1473601299124ms

sendCtrl: Ack2----time----1473601299125ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x14d090a00 udt: 0x14d090a00

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[func]<< CSndUList::remove\_

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 30

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473601299243ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2——time----1473601299254ms

增加打印

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]1164051198 [2]2940559874 [3]1001342306 [4]3996888901

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473602825073744

CSndUList::pop, ts : 1473602825073744

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473602825076ms

[CSndQueue::worker]<<new loop, ts: 1473602825073744

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473602825079ms

sendCtrl: Ack2----time----1473602825086ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Loss report

[func]<< CSndQueue::sendto

processCtrl: rev Msg drop request

sendCtrl: Ack----time----1473602825249ms

m\_iSize: 8192 m\_iMaxPos:1 len: 2

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]1164116734 [2]2940560130 [3]1001342307 [4]4013666117

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473602825252840

CSndUList::pop, ts : 1473602825252840

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473602825255ms

[CSndQueue::worker]<<new loop, ts: 1473602825252840

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait…

processCtrl: rev Ack2——time----1473602825256ms

processCtrl:rev Ack----time----1473602825259ms

sendCtrl: Ack2----time----1473602825259ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x138088600 udt: 0x138088600

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSn[dQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Loss report

[func]<< CSndQueue::sendto

sendCtrl: Ack----time----1473602825272ms

m\_iSize: 8192 m\_iMaxPos:1 len: 2

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473602825276ms

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 22

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]317784830 [2]2853368066 [3]2913604337 [4]212707858

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473603668021302

CSndUList::pop, ts : 1473603668021302

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473603668024ms

[CSndQueue::worker]<<new loop, ts: 1473603668021302

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 22

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473603668027ms

sendCtrl: Ack2----time----1473603668034ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 22

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473603668189ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

唤醒send线程，从buffer 中读取数据

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]317719294 [2]2853367810 [3]2913604336 [4]229485074

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473603668193329

CSndUList::pop, ts : 1473603668193329

[CpSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473603668195ms

[CSndQueue::worker]<<new loop, ts: 1473603668193329

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pktr) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

ocessCtrl: rev Ack2----time----1473603668194ms

processCtrl:rev Ack----time----1473603668200ms

sendCtrl: Ack2----time----1473603668200ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x12709ac00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, a new packet pop from buffer

cwnd: 27

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473603668306ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473603668311ms

断电测试重连

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]123077374 [2]3708245506 [3]1876756310 [4]2876235015

[CSndBuffer::readData]<<msgno: -1073741819 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604542000375

CSndUList::pop, ts : 1473604542000375

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604542010ms

[CSndQueue::worker]<<new loop, ts: 1473604542000375

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[onTimeout]1-m\_dPktSndPeriod:111111

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

[CUDT::packData]<<probe: 0 ts: 1473604544297262

CSndUList::pop, ts : 1473604544297262

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604544189ms

[CSndQueue::worker]<<new loop, ts: 1473604544297262

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

[CUDT::packData]<<probe: 0 ts: 1473604546812656

CSndUList::pop, ts : 1473604546812656

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604546708ms

[CSndQueue::worker]<<new loop, ts: 1473604546812656

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]123142910 [2]3708245762 [3]1876756311 [4]2859457799

[CSndBuffer::readData]<<msgno: -1073741818 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 1 ts: 1473604547182783

CSndUList::pop, ts : 1473604547182783

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604547198ms

[CSndQueue::worker]<<new loop, ts: 1473604547182783

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<Loss list has data, retransmission first

offset: 0

[SndBuffer::readData], msgno: 0 msglen: 1

[CUDT::packData]<<probe: 0 ts: 1473604549622915

CSndUList::pop, ts : 1473604549622915

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604549519ms

[CSndQueue::worker]<<new loop, ts: 1473604549622915

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<Loss list has data, retransmission first

offset: 1

[SndBuffer::readData], msgno: 0 msglen: 1

[CUDT::packData]<<probe: 0 ts: 1473604549734026

CSndUList::pop, ts : 1473604549734026

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155034400 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604549626ms

[CSndQueue::worker]<<new loop, ts: 1473604549734026

[CSndQueue::worker]<<1-sendto pthread, send data

[CSndQueue::worker]<<sleepto, enter to m\_TickCond wait...

[CSndQueue::worker]<<sleepto, exit m\_TickCond wait

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 24

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

2016-09-11 22:35:52:374 FlyingCamera[582:255161] wifi disconnected

[CSndUList::remove\_], m\_iLastEntry: -1 n->m\_iHeapLoc: -1

sendCtrl: Shutdown

[func]<< CSndQueue::sendto

[func]<< CRcvUList::remove

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

2016-09-11 22:35:55:668 FlyingCamera[582:255161] Connected:”CGO3P\_C20830"

[[func]C<< CSndQueue::sendto

SndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[func]<< CSndQueue::sendto

[CRcvQueue::worker]<<self->ifNewEntry()

[func]<<[CUDT::sendm sg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

CRcvUList::insert

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 16

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]525050 [2]2050 [3]8 [4]268435456

[CSndBuffer::readData]<<msgno: -1073741823 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 1 ts: 1473604555709167

CSndUList::pop, ts : 1473604555709167

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604555715ms

[CSndQueue::worker]<<new loop, ts: 1473604555709167

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::ppraocckeDsastCat]r<l<:Nroe vP aAcckke-t- -i-nt iLmoes-s- --147360455l5i7s1t7,m sr

easde nad Cnterwl :pa cAkcekt2 -p-o-p- tfirmoem- -b-u-147360455f5f7e2r2

cwnd: 16

[msC

UD[Tf:u:npca]<< CSncdkQueue::sendtoData],has enough windows to rev da

ta[

CU[DCTU:D:Ts:e:npdamcskgD]a<t<am]\_,p S2n-dpQauyeluoea-d> m=\_=p S0n

dU[LCiSsntd-U>Luipsdta:t:ep

op]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<CpSonpd(UaLdidsrt,: :pukptd)a t<e

0,C SnnodUtL issendto data, contintu:e:

update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473604555901ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)[

CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]598778 [2]2338 [3]9 [4]268435456

[CSndBuffer::readData]<<msgno: -1073741822 readlen: 42

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604555908008

CSndUList::pop, ts : 1473604555908008

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604555916ms

[CSndQueue::worker]<<new loop, ts: 1473604555908008

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl: rev Ack2----time----1473604555942ms

processCtrl:rev Ack----time----1473604555945ms

sendCtrl: Ack2----time----1473604555948ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155054a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 21

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473604556058ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[CSndUList::[remove\_], m\_iLastEntry: -1 n->m\_iHeapLoc: -f1

sendCtrl: Shutdown

[func]<< CSndQueue::sendto

unc]<< CSndQueue::sendto

[func]<< CS[ndQuCeSu[enf::sendto

unc]<< CSndQueue::sendto

dQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[func]<< [CSndQueue::sendto

[func]<< CSndQueue::sendto

func]<< CSndQueue::sendto

[CRcvQueue::worker]<<s[CUDTe::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insertl\_f[]-<<2-pthread\_cond\_signal(m\_pWindowCond)

>ifNewEntry()

[func]<< CRcvUList::insert

CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 16

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]624166654 [2]4062524422 [3]3505530164 [4]1825632805

[CSndBuffer::readData]<<msgno: -1073741823 readlen: 14

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604556081994

CSndUList::pop, ts : 1473604556081994

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604556086ms

[CSndQueue::worker]<<new loop, ts: 1473604556081994

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pproopc,e sms\_CitLrals:tEnrtervy :A c0k

--[-C-StnidmUeL-i-s-t-:1:4r7e3m6o0v4e5\_5]6,0 9m\_iLastEnt0rmys:

0s enndCtrl:- Ack2----time----147>3m6\_0iHeapLoc: 0

[CUDT::packD4a5t5a6]1<0<5Nmos

Pa[cfkuentc ]i<n< LCoSsnsd Qluiesute,: :rseeandd tao

ne[wC UpDaTc:k:este npdomps gf]r<o<mm \_bpuSfnfdeQru

ecuwen-d>:m \_1p6S

nd[UCLUiDsTt:-:>puapcdkaDtaet

a],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

processCtrl:rev Ack----time----1473604556127ms

sendCtrl: Ack2----time----1473604556127ms

[func]<< CSndQueue::sendto

processCtrl:rev Keep-alive

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

[func]<< CRcvUList::remove

processCtrl:rev Keep-alive

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

processCtrl:rev Keep-alive

sendCtrl: Ack----time----1473604557731ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

processCtrl: rev Ack2----time----1473604557741ms

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]624231166 [2]4062524674 [3]3505530165 [4]1825632805

[CSndBuffer::readData]<<msgno: -1073741822 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604557744647

CSndUList::pop, ts : 1473604557744647

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604557760ms

[CSndQueue::worker]<<new loop, ts: 1473604557744647

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-ppraoycleosasdC t=r=l :0r

ev[ CAScnkd-U-L-i-stti:m:ep-o-p-]-1473604557764ms

sendCtrl: Ack2<-<-u--->tpiamcek-D-a-t-a1(473604557771ms

[fupnkct],< <t sC)S n<d=Q u0e

ue[:C:SsnednQduteou

e:[:CwUoDrTk:e:rs]e<n<dpmospg(]a<d<dmr\_,p SpnkdtQ)u e< 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait..u.

e->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[C[CSndQueue::Swonrdker]<<4U-m\_WindowCond, exit m\_WindowCond wait, continue send data

List::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 19

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueuse::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

endCtrl: Ack----time----1473604557807ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473604557818ms

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iH2016-09-11 22:35:57:820 FlyingCamera[582:255161] Camera version: 67.71.79(3P)

eapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 21

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]624034558 [2]4062523906 [3]3505530162 [4]1842410021

[CSndBuffer::readData]<<msgno: -1073741821 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604557822291

CSndUList::pop, ts : 1473604557822291

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604557825ms

[CSndQueue::worker]<<new loop, ts: 1473604557822291

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 21

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl:rev Ack----time----1473604557828ms

sendCtrl: Ack2----time----1473604557830ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 23

[CUDT::packData],has enough windows to rev datsa

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->pacekData(pkt, ts) <= 0

[CSndQueue::wondCrker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

trl: Ack----time----1473604557849ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update, msttl: 50000

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exit m\_WindowCond wait, continue send data

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 23

[CUDT::packData],has enough windows to rev data

[CSndBuffer::readData]<<[1]624100094 [2]4062524162 [3]3505530163 [4]1825632805

[CSndBuffer::readData]<<msgno: -1073741820 readlen: 10

[CUDT::packData], 1-payload != 0

[CUDT::packData]<<probe: 0 ts: 1473604557856162

CSndUList::pop, ts : 1473604557856162

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<2-sendto pthread, has send data 1473604557858ms

[CSndQueue::worker]<<new loop, ts: 1473604557856162

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 23

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

processCtrl: rev Ack2----time----1473604557864ms

processCtrl:rev Ack----time----1473604557866ms

sendCtrl: Ack2----time----1473604557868ms

[func]<< CSndQueue::sendto

[CUDT::sendmsg]<<m\_pSndQueue->m\_pSndUList->update

CSndUList::update

CSndUList::update, insert\_

[CSndUList::insert\_]Insert a new UDT instance n->m\_iHeapLoc: -1 m\_pUDT: 0x155100a00 m\_iLastEntry: -1

[CSndUList::insert\_] n->m\_iHeapLoc == 0

[CSndUList::insert\_]<<1-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<4-m\_WindowCond, exi[t m\_WindowCond wait, continue send data

CSndUList::insert\_]<<2-pthread\_cond\_signal(m\_pWindowCond)

[CSndQueue::worker]<<new loop, ts: 1

[CSndQueue::worker]<<1-sendto pthread, send data

CSndUList::pop, m\_iLastEntry: 0

[CSndUList::remove\_], m\_iLastEntry: 0 n->m\_iHeapLoc: 0

[CUDT::packData]<<No Packet in Loss list, read a new packet pop from buffer

cwnd: 25

[CUDT::packData],has enough windows to rev data

[CUDT::packData], 2-payload == 0

[CSndUList::pop]<<u->packData(pkt, ts) <= 0

[CSndQueue::worker]<<pop(addr, pkt) < 0, not sendto data, continue

[CSndQueue::worker]<<new loop, ts: 0

[CSndQueue::worker]<<3-m\_WindowCond, just enter to m\_WindowCond wait...

sendCtrl: Ack----time----1473604557987ms

m\_iSize: 8192 m\_iMaxPos:0 len: 1

[func]<< CSndQueue::sendto

processCtrl: rev Ack2----time----1473604557992ms

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

sendCtrl: Keep-alive

[func]<< CSndQueue::sendto

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive

processCtrl:rev Keep-alive