

# VMWare, WinPcap and Packet Loss ...

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Mar 1, 2009 Hi everybody!

I have recently stumbled upon a problem, which renders my project nearly useless....

I have 2 VMs, each one runs Win2k3 Server. My server side program sends packets using WinPcap, the client side gets them using WinPcap.

Up till now i worked without VMs - Win2k3 Server was installed on the physical hard disk. My project worked like it should - without losses during packet transfer from server to client.

Now, as i started using VMs (Virtual NIC is BRIDGED to physical), i get packet loss ~2-3% in case the Server AND Client side of my project are installed on VMs.

If i install only one side (server OR client) on VM and the other one on physical disk, packet loss is still present, but is 2 times less.

Based on these tests I assume that somehow there is a packet loss when the data is transferred from the physical NIC to the virtual one (and vice versa).

Please, if someone has a clue of why this happens, share your thoughts.

Thanks in advance.

p.s. Server and Client sides are on separate computers. Tags: vmware, winpcap, packet, loss, loss



[Scissor](#) 1,248 posts since

Oct 8, 2007 **1. Re: VMWare, WinPcap and Packet Loss** Mar 2, 2009 4:22 PM

Well, some packet loss could be considered normal behavior, especially if your Project heavily taxes the virtual machine.

Does 2% packet loss cause your Project to stop working?

If you attach the vmware.log and the .vmx file from the directory containing one of your Guest VMs I can take a look to see if anything obvious jumps out at me.