Subject: Developers : SocketArchive.dll : Public release
Posted by Dave Anderson on Tue, 23 Jan 2007 17:31:21 GMT
View Forum Message <> Reply to Message

If you are unfamiliar about this, please visit the thread below.

 http://www.renegadeforums.com/index.php?t=msg&th=22698&start=0&rid=3 922

I am finishing up the TcpListener portion of the dll. Right now the only successful data transfer command I have programmed in is !sendtext which sends string to all the clients that are connected to the server. I have fixed memory leaks as well as other minor flaws.

The first public release will probably be by the end of the week. For now, I have made a short video (~3 minutes) to show you what this server can do so far. After I finish the TcpListener portion and code the client portion, I will continue on to the UDP portion.

**Now note that everything you see in the video that is happening in the consoles is handled by the dll alone.

Here is a sample of all the code it takes to use this dll.

```
// Host.cpp : main project file.

#include "stdafx.h"

using namespace System;
using namespace System::Net;
using namespace SocketArchive;

int main(array<System::String ^> ^args)
{
  Tcp::Listener ^server = gcnew Tcp::Listener();
  server->StartCommandLine();
  return 0;
}
```

I am also working on Interoperability of this dll.

You can view the video via the provided link below.

http://www.dcomproductions.net/misc/socketarchive/socketarchive.html

I am also proud to announce that I will be releasing this as an open source project under the GNU license after the release of version 1.0.0.0.