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Subject: Re: A project that "could" be beneficial to the Renegade community.  
Posted by [Dave Anderson](#) on Tue, 16 Jan 2007 22:30:53 GMT

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Quote:Problem 1: not portable platform-wise (a well-written native sockets class should not have too many problems dealing with the differences between NT (WinSock2) and BSD sockets)  
Problem 2: doesn't fit into everybody's apps (some people have severe issues with C++ native<->CLR interop)

Quote:Problem 3: CLR is a lot of overhead for some people

Then this wouldn't be the kind of thing that type of coder would use. But for the people who do know C++/CLI and don't have trouble, its ideal (And I know a few people on here who do use C++/CLI, this isn't just for one group of coders here.)

Quote:(like when you are trying not to drag down people's SFPS)

You're narrowing this down to just server related stuff in that part. You have to keep in mind that this isn't something that is meant for one purpose only; like connecting to servers. You have a lot of flexibility with a dll like this and it can be used for many purposes, server related or not. I'm not saying that my dll has any performance gain over native sockets, but there is nothing in this dll that would cause a performance loss in a server from a logical standpoint.

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