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Subject: Re: A project that "could" be beneficial to the Renegade community.

Posted by [Dave Anderson](#) on Mon, 22 Jan 2007 20:57:10 GMT

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Update: I have finished coding much functionality in this dll. Changes are as follows:

\*StartCommandLine();

The StartCommandLine() function asserts the Tcp Server into a command line interface mode where the server operator can use server commands such as !help, !clients, etc. This is used to manually operate the server.

\*StartListener();

The StartListener() function puts the Tcp Server into a listening state where the server will continually listen for a pending connection. When the pending state returns true, the StartListener() function accepts the client and returns. This particular function is used to manually operate and handle incoming connections. To set the server in automatic mode, please see StartListenerEx();

\*StartListenerEx();

NOT IMPLEMENTED. However, this function resembles the above function except for it repeatedly loops and catches all client connections.

\*Command Line Interface Commands

!Clients | Displays a list of the currently connected clients.

!CloseClient | Disconnects a remote client from the server.

!EndCLI | Exits the command line interface mode.

!Help | Displays a list of valid commands.

!Start | Sets the server in a manual listening state.

!StartEx | Sets the server in a automatic listening state.

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. many more to come.

\*Note that this dll is explicitly for consoles in this build. Future builds will contain GUI support, but possibly not up until version 2.0.0.0.

Other Features

The dll supports up to 100 clients asynchronously and only uses ~18MB of RAM.

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