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Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 23:24:00 GMT

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Sir Kane wrote on Tue, 13 November 2007 17:51 It certainly isn't anywhere as fast as C/C++ code performing the same thing. And that AX socket stuff isn't the same as what you would use in C/C++, either.

Then what standard protocol do you guys use then? My brothers version used sockets as well but I'm not sure what was the actual code or component used. As of right now this look like it can handle 1000 clients per win32 server. I doubt I would ever have any more than that anyway.

Nightma12 wrote on Tue, 13 November 2007 18:05 Run time error 429

ActiveX componanet cant create object

Win Vista Home Premium

Tried run as admin, and XP compat

I'm on Vista Ultimate x64 and I had to manually register the components. I will be making a auto program that will do it when needed but until then if you want to try the engine you would have to do it manually.

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