
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 lsendtext 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 = gnew 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.

Subject: Re: Developers : SocketArchive.dll : Public release

Posted by [jnz](#) on Thu, 25 Jan 2007 08:16:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

very nice

Subject: Re: Developers : SocketArchive.dll : Public release

Posted by [Dave Anderson](#) on Sat, 27 Jan 2007 06:24:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

The public release is delayed until further notice due to the shutdown and maintenance of DCOM-WRKSTN1. Link.
