

# Rfc1006Server.Start Method

Starts the server and accept client.

**Namespace:** [Rfc1006LibNet.Advanced](#)

**Assembly:** Rfc1006LibNet.Advanced (in Rfc1006LibNet.Advanced.dll) Version: 1.0.2.0 (1.0.5.3)

## Syntax

**C#**

```
public override void Start()
```

## Exceptions

Exception	Condition
<a href="#">Exception</a>	Server already started

## See Also

### Reference

[Rfc1006Server Class](#)

[Rfc1006LibNet.Advanced Namespace](#)



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