

Rfc1006Server Class

Defines an implementation of the [Rfc1006Base](#) class to provide a generic interface to communicate via RFC1006 from a Server perspective with any RFC1006 client.

Inheritance Hierarchy

[System.Object](#)

[Rfc1006LibNet.Advanced.Rfc1006Base](#)

[Rfc1006LibNet.Advanced.Rfc1006Server](#)

Namespace: [Rfc1006LibNet.Advanced](#)

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

Syntax

C#

```
public class Rfc1006Server : Rfc1006Base
```

The [Rfc1006Server](#) type exposes the following members.

Constructors

--	Name	Description
	Rfc1006Server(Rfc1006IPEndPoint)	Initializes a new instance of the Rfc1006Server class using the specified <i>endPoint</i> information.
	Rfc1006Server(Byte[], Byte[])	Initializes a new instance of the Rfc1006Server class using the specified <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(String, String)	Initializes a new instance of the Rfc1006Server class using the specified <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(Rfc1006IPEndPoint, Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>endPoint</i> information.
	Rfc1006Server(Byte[], Byte[], Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>remoteTSAP</i> , and <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(IPAddress, Byte[], Byte[])	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(IPAddress, String, String)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(IPEndPoint, Byte[], Byte[])	Initializes a new instance of the Rfc1006Server class using the specified <i>endPoint</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.

--	Name	Description
	Rfc1006Server(String, Byte[], Byte[])	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(String, String, Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(String, String, String)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	Rfc1006Server(IPAddress, Byte[], Byte[], Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(IPAddress, String, String, Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(IPEndPoint, Byte[], Byte[], Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>endPoint</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(String, Byte[], Byte[], Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	Rfc1006Server(String, String, String, Int32)	Initializes a new instance of the Rfc1006Server class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.

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Methods

--	Name	Description
	CloseSocket	Closes the Socket (Inherited from Rfc1006Base .)
	Connect()	Waits until a client is connected. (Overrides Rfc1006Base.Connect() .)
	Connect(Int32)	Waits until a client is connected or the <i>timeout</i> exceeded. (Overrides Rfc1006Base.Connect(Int32) .)
	Dispose()	Releases all resources used by the Rfc1006Base class. (Inherited from Rfc1006Base .)
	Dispose(Boolean)	Releases the unmanaged resources used by the Rfc1006Server class and optionally releases the managed resources. (Overrides Rfc1006Base.Dispose(Boolean) .)
	Finalize	Finalizes an instance of the Rfc1006Base class. (Inherited from Rfc1006Base .)
	OnConnected	Raises the Connected event using the specified event data. (Inherited from Rfc1006Base .)
	OnConnecting	Raises the Connecting event using the specified event data. (Inherited from Rfc1006Base .)
	OnReceived	Raises the Received event using the specified event data. (Inherited from Rfc1006Base .)

--	Name	Description
	OnReceiving	Raises the Receiving event using the specified event data. (Inherited from Rfc1006Base .)
	OnStarted	Raises the Started event using the specified event data.
	OnStarting	Raises the Starting event using the specified event data.
	OnStopped	Raises the Stopped event using the specified event data.
	OnStopping	Raises the Stopping event using the specified event data.
	OnTimeout	Raises the Timeout event using the specified event data. (Inherited from Rfc1006Base .)
	OnTransmitted	Raises the Transmitted event using the specified event data. (Inherited from Rfc1006Base .)
	OnTransmitting	Raises the Transmitting event using the specified event data. (Inherited from Rfc1006Base .)
	Receive	Reads a byte from the RFC1006 communication send by the opposite service. (Inherited from Rfc1006Base .)
	ReceiveString	Reads a Rfc1006Packet from the RFC1006 communication send by the opposite service. (Inherited from Rfc1006Base .)
	SetKeepAlive	Sets the keep alive time using the specified <i>aliveTime</i> and information. (Inherited from Rfc1006Base .)
	SetStatus(Rfc1006Status, Rfc1006Base)	Sets the status of the connection using the specified <i>value</i> , <i>sender</i> information. (Inherited from Rfc1006Base .)
	SetStatus(Rfc1006Status, Rfc1006Base, Exception)	Sets the status of the connection using the specified <i>value</i> , <i>sender</i> and <i>exception</i> information. (Inherited from Rfc1006Base .)
	Start	Starts the server and accept client. (Overrides Rfc1006Base.Start() .)
	Stop	Stops the server and disconnect client. (Overrides Rfc1006Base.Stop() .)
	StopAll	Stops all currently active servers and disconnect the clients.
	ToString	Returns a string that represents the current object. (Inherited from Rfc1006Base .)
	Transmit(Byte[])	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication. (Inherited from Rfc1006Base .)
	Transmit(String)	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication. (Inherited from Rfc1006Base .)
	Transmit(Byte[], Int32)	Writes <i>length</i> Bytes to the RFC1006 communication. (Inherited from Rfc1006Base .)
	Transmit(Byte[], Int32, Int32)	Writes <i>length</i> Bytes to the RFC1006 communication. (Inherited from Rfc1006Base .)

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Properties

--	Name	Description
	AliveTime	Gets or sets the time in milliseconds when the server will disconnect if the client is not responding (Inherited from Rfc1006Base.)
	AutoReceive	Gets or sets a value indicating whether the receiving thread is turned on or off. (Inherited from Rfc1006Base.)
	EndPoint	Gets or sets a network endpoint as an IP address, port number, remote TSAP and a local TSAP. (Inherited from Rfc1006Base.)
	FastAcknowledge	FastAcknowledge If partner is sending small packages in short intervals. This makes the TCP-traffic faster V 1.0.3.0 (Inherited from Rfc1006Base.)
	LocalId	Gets or sets the local ID of the RFC1006 communication. (Inherited from Rfc1006Base.)
	ReceiveTimeout	Gets or sets the time in milliseconds when the service will cancel the receive. (Inherited from Rfc1006Base.)
	RemoteId	Gets or sets the remote ID of the RFC1006 communication. (Inherited from Rfc1006Base.)
	Socket	Gets or sets the socket of the RFC1006 communication. (Inherited from Rfc1006Base.)
	Status	Gets the status of the connection. (Inherited from Rfc1006Base.)
	TransmitTimeout	Gets or sets the time in milliseconds when the service will cancel the transmit. (Inherited from Rfc1006Base.)

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Events

--	Name	Description
	Connected	Occurs before the connection. (Inherited from Rfc1006Base.)
	Connecting	Occurs after the connection. (Inherited from Rfc1006Base.)
	Received	Occurs after a receive. (Inherited from Rfc1006Base.)
	Receiving	Occurs before a receive. (Inherited from Rfc1006Base.)
	Started	Occurs after the server starts
	Starting	Occurs before the server starts
	StatusChanged	Occurs if something gone wrong during a transfer. (Inherited from Rfc1006Base.)
	Stopped	Occurs after the server stops
	Stopping	Occurs before the server stops
	Timeout	Occurs when a timeout is appeared. (Inherited from Rfc1006Base.)
	Transmitted	Occurs after a transmit. (Inherited from Rfc1006Base.)
	Transmitting	Occurs before a transmit. (Inherited from Rfc1006Base.)

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See Also

Reference

[Rfc1006LibNet.Advanced Namespace](#)

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