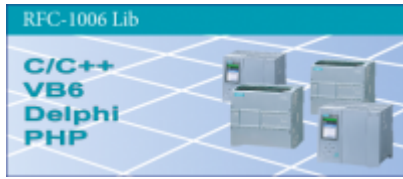


# RFC 1006 Lib .NET Advanced

RFC 1006 Client and Server development made easy



**Successful with only a few lines of code**

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## Features

### Requirements

#### .NET Runtime

- .NET Framework 4.6 or higher, or a .NET Standard 2.0 compatible runtime like .NET Core/.NET 5

#### Languages

- C#
- VB.NET

## Class Library

### RFC 1006 Lib .NET Advanced Class Library

Here you find the documentation for the API of the RFC 1006 Framework:

- [Online Manual: RFC 1006 Lib .NET Advanced Class Library](#)

<sup>1)</sup> Your “License Code” turns the package into a productive full version.

- [Rfc1006LibNet.Advanced Namespace](#)
  - [Licenser Class](#)
  - [Rfc1006Base Class](#)
  - [Rfc1006Client Class](#)
  - [Rfc1006IPEndPoint Class](#)
  - [Rfc1006Server Class](#)
  - [Rfc1006Status Enumeration](#)
- [Rfc1006LibNet.Advanced.EventArgs Namespace](#)
  - [ConnectionEventArgs Class](#)
  - [StatusChangedEventArgs Class](#)
  - [TimeoutEventArgs Class](#)
  - [TransferEventArgs Class](#)

# Licenser Class

Defines mechanism required to register the component.

## Inheritance Hierarchy

[System.Object](#)

**Rfc1006LibNet.Advanced.Licenser**

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

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


## Syntax

C#

```
public static class Licenser
```

The **Licenser** type exposes the following members.

## Properties

--	Name	Description
	<a href="#">LicenseKey</a>	Gets or sets the license key used to license this product.

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## Remarks

It is recommended to set the [LicenseKey](#) in the main entry point of the application. If there is no entry point available set the [LicenseKey](#) property before the first use of the assembly.

## See Also

### Reference

[Rfc1006LibNet.Advanced Namespace](#)

# Rfc1006Base Class

Provides a generic interface to communicate via RFC1006.

## Inheritance Hierarchy

[System.Object](#)

**Rfc1006LibNet.Advanced.Rfc1006Base**

[Rfc1006LibNet.Advanced.Rfc1006Client](#)

[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 abstract class Rfc1006Base : IDisposable
```











The **Rfc1006Base** type exposes the following members.


















## Constructors

---	Name	Description
	<a href="#">Rfc1006Base</a>	Initializes a new instance of the <b>Rfc1006Base</b> class.

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## Methods

---	Name	Description
	<a href="#">CloseSocket</a>	Closes the <a href="#">Socket</a>
	<a href="#">Connect()</a>	Wait onto connection to remote.
	<a href="#">Connect(Int32)</a>	Waits until a communication is connected or the <i>timeout</i> exceeded.
	<a href="#">Dispose()</a>	Releases all resources used by the <b>Rfc1006Base</b> class.
	<a href="#">Dispose(Boolean)</a>	Releases the unmanaged resources used by the <b>Rfc1006Base</b> class and optionally releases the managed resources.
	<a href="#">Finalize</a>	Finalizes an instance of the <b>Rfc1006Base</b> class class. (Overrides <a href="#">Object.Finalize()</a> .)
 	<a href="#">NewId</a>	Allocates a new id for the server or client.
	<a href="#">OnConnected</a>	Raises the <a href="#">Connected</a> event using the specified event data.
	<a href="#">OnConnecting</a>	Raises the <a href="#">Connecting</a> event using the specified event data.

--	Name	Description
	<a href="#">OnReceived</a>	Raises the <a href="#">Received</a> event using the specified event data.
	<a href="#">OnReceiving</a>	Raises the <a href="#">Receiving</a> event using the specified event data.
	<a href="#">OnTimeout</a>	Raises the <a href="#">Timeout</a> event using the specified event data.
	<a href="#">OnTransmitted</a>	Raises the <a href="#">Transmitted</a> event using the specified event data.
	<a href="#">OnTransmitting</a>	Raises the <a href="#">Transmitting</a> event using the specified event data.
	<a href="#">Receive</a>	Reads a byte from the RFC1006 communication send by the opposite service.
	<a href="#">ReceiveString</a>	Reads a Rfc1006Packet from the RFC1006 communication send by the opposite service.
	<a href="#">SetKeepAlive</a>	Sets the keep alive time using the specified <i>aliveTime</i> and information.
	<a href="#">SetStatus(Rfc1006Status, Rfc1006Base)</a>	Sets the status of the connection using the specified <i>value</i> , <i>sender</i> information.
	<a href="#">SetStatus(Rfc1006Status, Rfc1006Base, Exception)</a>	Sets the status of the connection using the specified <i>value</i> , <i>sender</i> and <i>exception</i> information.
	<a href="#">Start</a>	Starts the communication.
	<a href="#">Stop</a>	Stops the communication.
	<a href="#">ToString</a>	Returns a string that represents the current object. (Overrides <a href="#">Object.ToString()</a> .)
	<a href="#">Transmit(Byte[])</a>	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication.
	<a href="#">Transmit(String)</a>	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication.
	<a href="#">Transmit(Byte[], Int32)</a>	Writes <i>length</i> Bytes to the RFC1006 communication.
	<a href="#">Transmit(Byte[], Int32, Int32)</a>	Writes <i>length</i> Bytes to the RFC1006 communication.

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## Fields

--	Name	Description
	<a href="#">AliveInterval</a>	Stores the interval in milliseconds when the client will send a type of broadcast.
	<a href="#">DefaultAliveTime</a>	Stores the default value of the alive time.
	<a href="#">DefaultReceiveTimeout</a>	Stores the default value of <a href="#">ReceiveTimeout</a>
	<a href="#">DefaultTransmitTimeout</a>	Stores the default value of <a href="#">TransmitTimeout</a>
	<a href="#">TextEncoding</a>	Stores the value of Encoding used when transmitting or receiving strings and for encoding TSAP values.

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## Properties

--	Name	Description
----	------	-------------

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

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## Events

---	Name	Description
<input checked="" type="checkbox"/>	<a href="#">Connected</a>	Occurs before the connection.
<input checked="" type="checkbox"/>	<a href="#">Connecting</a>	Occurs after the connection.
<input checked="" type="checkbox"/>	<a href="#">Received</a>	Occurs after a receive.
<input checked="" type="checkbox"/>	<a href="#">Receiving</a>	Occurs before a receive.
<input checked="" type="checkbox"/>	<a href="#">StatusChanged</a>	Occurs if something gone wrong during a transfer.
<input checked="" type="checkbox"/>	<a href="#">Timeout</a>	Occurs when a timeout is appeared.
<input checked="" type="checkbox"/>	<a href="#">Transmitted</a>	Occurs after a transmit.
<input checked="" type="checkbox"/>	<a href="#">Transmitting</a>	Occurs before a transmit.

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## See Also

### Reference

[Rfc1006LibNet.Advanced Namespace](#)

# Rfc1006Client Class

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

## Inheritance Hierarchy

[System.Object](#)

[Rfc1006LibNet.Advanced.Rfc1006Base](#)

**[Rfc1006LibNet.Advanced.Rfc1006Client](#)**

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

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









## Syntax

C#

```
public class Rfc1006Client : Rfc1006Base
```

The **Rfc1006Client** type exposes the following members.

## Constructors

---	Name	Description
	<a href="#">Rfc1006Client(Rfc1006IPEndPoint)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>endPoint</i> information.
	<a href="#">Rfc1006Client(Int32, Rfc1006IPEndPoint)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>endPoint</i> and <i>connectionTimeout</i> information.
	<a href="#">Rfc1006Client(Rfc1006IPEndPoint, Int32)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>endPoint</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Client(Int32, Rfc1006IPEndPoint, Int32)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>endPoint</i> , <i>connectionTimeout</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Client(IPAddress, Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	<a href="#">Rfc1006Client(IPAddress, String, String)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	<a href="#">Rfc1006Client(String, Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	<a href="#">Rfc1006Client(String, String, String)</a>	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.



--	Name	Description
✘	Rfc1006Client(Int32, IPAddress, Byte[], Byte[])	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	Rfc1006Client(Int32, IPAddress, String, String)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	Rfc1006Client(Int32, String, String, String)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	Rfc1006Client(IPAddress, Byte[], Byte[], Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(IPAddress, Int32, Byte[], Byte[])	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
✘	Rfc1006Client(IPAddress, Int32, String, String)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
✘	Rfc1006Client(IPAddress, String, String, Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(String, Byte[], Byte[], Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(String, Int32, Byte[], Byte[])	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>port</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information and <b>DefaultConnectionTimeout</b> .
✘	Rfc1006Client(String, Int32, String, String)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
✘	Rfc1006Client(String, String, String, Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(Int32, IPAddress, Byte[], Byte[], Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(Int32, IPAddress, Int32, Byte[], Byte[])	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	Rfc1006Client(Int32, IPAddress, Int32, String, String)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	Rfc1006Client(Int32, IPAddress, String, String, Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(Int32, String, Byte[], Byte[], Int32)	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	Rfc1006Client(Int32, String, Int32, Byte[], Byte[])	Initializes a new instance of the <b>Rfc1006Client</b> class using the specified <i>address</i> , <i>port</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information and <b>DefaultAliveTime</b> .

---	Name	Description
✘	<a href="#">Rfc1006Client(Int32, String, Int32, String, String)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>connectionTimeout</i> information.
✘	<a href="#">Rfc1006Client(Int32, String, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(IPAddress, Int32, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(IPAddress, Int32, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(String, Int32, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>port</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information and <a href="#">DefaultAliveTime</a> .
✘	<a href="#">Rfc1006Client(String, Int32, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(Int32, IPAddress, Int32, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(Int32, IPAddress, Int32, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
✘	<a href="#">Rfc1006Client(Int32, String, Int32, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>port</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information and <a href="#">DefaultAliveTime</a> .
✘	<a href="#">Rfc1006Client(Int32, String, Int32, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Client</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>connectionTimeout</i> , <i>localTSAP</i> and <i>aliveTime</i> information.

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## Methods

---	Name	Description
✘	<a href="#">CloseSocket</a>	Closes the <a href="#">Socket</a> (Inherited from <a href="#">Rfc1006Base</a> .)
✘	<a href="#">Connect()</a>	Connects the client to the server using the specified <a href="#">AliveTime</a> and <a href="#">ConnectionTimeout</a> information. (Overrides <a href="#">Rfc1006Base.Connect()</a> .)
✘	<a href="#">Connect(Int32)</a>	Connects the client to the server using the specified <a href="#">AliveTime</a> and <a href="#">ConnectionTimeout</a> information or the <i>timeout</i> exceeded. (Overrides <a href="#">Rfc1006Base.Connect(Int32)</a> .)
✘	<a href="#">Dispose()</a>	Releases all resources used by the <a href="#">Rfc1006Base</a> class. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	<a href="#">Dispose(Boolean)</a>	Releases the unmanaged resource used by the <a href="#">Rfc1006Client</a> class and optionally releases the managed resource. (Overrides <a href="#">Rfc1006Base.Dispose(Boolean)</a> .)

--	Name	Description
✘	Finalize	Finalizes an instance of the <a href="#">Rfc1006Base</a> class class. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnConnected	Raises the <a href="#">Connected</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnConnecting	Raises the <a href="#">Connecting</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnDisconnected	Raises the <a href="#">Disconnected</a> event using the specified event data.
✘	OnDisconnecting	Raises the <a href="#">Disconnecting</a> event using the specified event data.
✘	OnReceived	Raises the <a href="#">Received</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnReceiving	Raises the <a href="#">Receiving</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnTimeout	Raises the <a href="#">Timeout</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnTransmitted	Raises the <a href="#">Transmitted</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	OnTransmitting	Raises the <a href="#">Transmitting</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	Receive	Reads a byte from the RFC1006 communication send by the opposite service. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	ReceiveString	Reads a <a href="#">Rfc1006Packet</a> from the RFC1006 communication send by the opposite service. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	SetKeepAlive	Sets the keep alive time using the specified <i>aliveTime</i> and information. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	SetStatus(Rfc1006Status, Rfc1006Base)	Sets the status of the connection using the specified <i>value</i> , <i>sender</i> information. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	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 <a href="#">Rfc1006Base</a> .)
✘	Start	Starts the connecting of the client to the server. (Overrides <a href="#">Rfc1006Base.Start()</a> .)
✘	Stop	Disconnects the client from the server. (Overrides <a href="#">Rfc1006Base.Stop()</a> .)
✘	ToString	Returns a string that represents the current object. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	Transmit(Byte[])	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	Transmit(String)	Writes the length of <i>buffer</i> Bytes to the RFC1006 communication. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	Transmit(Byte[], Int32)	Writes <i>length</i> Bytes to the RFC1006 communication. (Inherited from <a href="#">Rfc1006Base</a> .)
✘	Transmit(Byte[], Int32, Int32)	Writes <i>length</i> Bytes to the RFC1006 communication. (Inherited from <a href="#">Rfc1006Base</a> .)














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# Fields

---	Name	Description
	<a href="#">DefaultConnectionTimeout</a>	Stores the default connection timeout in milliseconds (5s).
	<a href="#">DefaultReconnectionInterval</a>	Stores the default reconnection interval in milliseconds (1s).


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# Properties

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

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# Events

---	Name	Description
	<a href="#">Connected</a>	Occurs before the connection. (Inherited from <a href="#">Rfc1006Base.</a> )

---	Name	Description
	<a href="#">Connecting</a>	Occurs after the connection. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">Disconnected</a>	Occurs before the disconnection
	<a href="#">Disconnecting</a>	Occurs after the disconnection
	<a href="#">Received</a>	Occurs after a receive. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">Receiving</a>	Occurs before a receive. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">StatusChanged</a>	Occurs if something gone wrong during a transfer. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">Timeout</a>	Occurs when a timeout is appeared. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">Transmitted</a>	Occurs after a transmit. (Inherited from <a href="#">Rfc1006Base.</a> )
	<a href="#">Transmitting</a>	Occurs before a transmit. (Inherited from <a href="#">Rfc1006Base.</a> )

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## See Also

### Reference

[Rfc1006LibNet.Advanced Namespace](#)

# Rfc1006IPEndPoint Class

Represents a network endpoint as an IP address, port number, remote TSAP and a local TSAP.

## Inheritance Hierarchy

[System.Object](#)

[System.Net.EndPoint](#)

[System.Net.IPEndPoint](#)

**Rfc1006LibNet.Advanced.Rfc1006IPEndPoint**

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

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








## Syntax






C#

```
public class Rfc1006IPEndPoint : IPEndPoint
```

The **Rfc1006IPEndPoint** type exposes the following members.


## Constructors

---	Name	Description
	<a href="#">Rfc1006IPEndPoint(Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .
	<a href="#">Rfc1006IPEndPoint(String, String)</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .
	<a href="#">Rfc1006IPEndPoint(Int32, Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.
	<a href="#">Rfc1006IPEndPoint(Int32, String, String)</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.
	<a href="#">Rfc1006IPEndPoint(IPAddress, Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .
	<a href="#">Rfc1006IPEndPoint(IPAddress, String, String)</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .
	<a href="#">Rfc1006IPEndPoint(String, Byte[], Byte[])</a>	Initializes a new instance of the <b>Rfc1006IPEndPoint</b> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .

---	Name	Description
	<a href="#">Rfc1006IPEndPoint(String, String, String)</a>	Initializes a new instance of the <a href="#">Rfc1006IPEndPoint</a> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information and the <a href="#">DefaultPort</a> .
	<a href="#">Rfc1006IPEndPoint(IPAddress, Int32, Byte[], Byte[])</a>	Initializes a new instance of the <a href="#">Rfc1006IPEndPoint</a> class using the specified <i>address</i> , <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.
	<a href="#">Rfc1006IPEndPoint(IPAddress, Int32, String, String)</a>	Initializes a new instance of the <a href="#">Rfc1006IPEndPoint</a> class using the specified <i>address</i> , <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.
	<a href="#">Rfc1006IPEndPoint(String, Int32, Byte[], Byte[])</a>	Initializes a new instance of the <a href="#">Rfc1006IPEndPoint</a> class using the specified <i>address</i> , <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.
	<a href="#">Rfc1006IPEndPoint(String, Int32, String, String)</a>	Initializes a new instance of the <a href="#">Rfc1006IPEndPoint</a> class using the specified <i>address</i> , <i>port</i> , <i>localTSAP</i> and <i>remoteTSAP</i> information.





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## Methods

---	Name	Description
	<a href="#">ToString</a>	Returns the IP address, port number, remote TSAP and local TSAP of the specified endpoint. (Overrides <a href="#">IPEndPoint.ToString()</a> .)





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## Fields

---	Name	Description
 	<a href="#">DefaultPort</a>	Stores the default port number associated with the address.
 	<a href="#">TsapEncoding</a>	Stores the value of Encoding used for encoding and decoding TSAP strings.

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## Properties

---	Name	Description
	<a href="#">LocalTSAP</a>	Gets or sets the local TSAP of the endpoint.
	<a href="#">ReceivedLocalTSAP</a>	Gets or sets the local TSAP of the endpoint received from the partner.
	<a href="#">ReceivedRemoteTSAP</a>	Gets or sets the remote TSAP of the endpoint received from the partner.
	<a href="#">RemoteTSAP</a>	Gets or sets the remote TSAP of the endpoint.

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# See Also

## Reference

[Rfc1006LibNet.Advanced Namespace](#)



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

---	Name	Description
	<a href="#">Rfc1006Server(String, Byte[], Byte[])</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	<a href="#">Rfc1006Server(String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Server(String, String, String)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>address</i> , <i>remoteTSAP</i> and <i>localTSAP</i> information.
	<a href="#">Rfc1006Server(IPAddress, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Server(IPAddress, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Server(IPEndPoint, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>endPoint</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Server(String, Byte[], Byte[], Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> class using the specified <i>address</i> , <i>remoteTSAP</i> , <i>localTSAP</i> and <i>aliveTime</i> information.
	<a href="#">Rfc1006Server(String, String, String, Int32)</a>	Initializes a new instance of the <a href="#">Rfc1006Server</a> 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
	<a href="#">CloseSocket</a>	Closes the <a href="#">Socket</a> (Inherited from <a href="#">Rfc1006Base</a> .)
	<a href="#">Connect()</a>	Waits until a client is connected. (Overrides <a href="#">Rfc1006Base.Connect()</a> .)
	<a href="#">Connect(Int32)</a>	Waits until a client is connected or the <i>timeout</i> exceeded. (Overrides <a href="#">Rfc1006Base.Connect(Int32)</a> .)
	<a href="#">Dispose()</a>	Releases all resources used by the <a href="#">Rfc1006Base</a> class. (Inherited from <a href="#">Rfc1006Base</a> .)
	<a href="#">Dispose(Boolean)</a>	Releases the unmanaged resources used by the <a href="#">Rfc1006Server</a> class and optionally releases the managed resources. (Overrides <a href="#">Rfc1006Base.Dispose(Boolean)</a> .)
	<a href="#">Finalize</a>	Finalizes an instance of the <a href="#">Rfc1006Base</a> class class. (Inherited from <a href="#">Rfc1006Base</a> .)
	<a href="#">OnConnected</a>	Raises the <a href="#">Connected</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
	<a href="#">OnConnecting</a>	Raises the <a href="#">Connecting</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)
	<a href="#">OnReceived</a>	Raises the <a href="#">Received</a> event using the specified event data. (Inherited from <a href="#">Rfc1006Base</a> .)

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

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## Properties

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

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## Events

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

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## See Also

### Reference

[Rfc1006LibNet.Advanced Namespace](#)

# Rfc1006Status Enumeration

Represents the status of connection.

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

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

## Syntax

C#

```
public enum Rfc1006Status
```

## Members

Member name	Value	Description
<a href="#">ConnectionClosed</a>	0	After the close
<a href="#">ConnectionClosing</a>	1	Before the close
<a href="#">Connected</a>	2	After the connection
<a href="#">Connecting</a>	3	Before the connection
<a href="#">Disconnected</a>	4	After the disconnection
<a href="#">Disconnecting</a>	5	Before the disconnection
<a href="#">Opened</a>	6	After the open
<a href="#">Opening</a>	7	Before the open
<a href="#">RfcConnecting</a>	8	Before the RFC connection
<a href="#">RfcConnected</a>	9	After the RFC connection
<a href="#">TcpConnecting</a>	10	Before the TCP connection
<a href="#">TcpConnected</a>	11	After the TCP connection
<a href="#">Starting</a>	16	Before the server start
<a href="#">Started</a>	17	After the server start
<a href="#">Stopping</a>	18	Before the server stop
<a href="#">Stopped</a>	19	After the server stop

## See Also

### Reference

[Rfc1006LibNet.Advanced Namespace](#)

# StatusChangedEventArgs Class

Provides data for the [StatusChanged](#) event.

## Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

**[Rfc1006LibNet.Advanced.EventArgs.StatusChangedEventArgs](#)**

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

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


## Syntax

C#

```
public class StatusChangedEventArgs : EventArgs
```






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

## Constructors

---	Name	Description
	<a href="#">StatusChangedEventArgs</a>	Initializes a new instance of the <a href="#">StatusChangedEventArgs</a> class using the specified <i>source</i> , <i>exception</i> information.

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## Properties

---	Name	Description
	<a href="#">Exception</a>	Gets the error that was occurred during the RFC1006 communication.
	<a href="#">OriginalSource</a>	Gets the original reporting source as determined by pure hit testing, before any possible <a href="#">Source</a> adjustment by a parent class.
	<a href="#">PreviousStatus</a>	Gets the previous status of the connection.
	<a href="#">Source</a>	Gets or sets a reference to the object that raised the event.
	<a href="#">Status</a>	Gets the actual status of the connection.

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# See Also

## Reference

[Rfc1006LibNet.Advanced.EventArgs Namespace](#)



# TimeoutEventArgs Class

Provides data for the [Timeout](#) event.

## Inheritance Hierarchy

[System.Object](#)

[System.EventArgs](#)

**[Rfc1006LibNet.Advanced.EventArgs.TimeoutEventArgs](#)**

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

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


## Syntax

C#

```
public class TimeoutEventArgs : EventArgs
```




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

## Constructors

---	Name	Description
	<a href="#">TimeoutEventArgs</a>	Initializes a new instance of the <a href="#">TimeoutEventArgs</a> class using the specified <i>source</i> , <i>exception</i> information.

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## Properties

---	Name	Description
	<a href="#">Exception</a>	Gets the error that was occurred during the RFC1006 communication.
	<a href="#">OriginalSource</a>	Gets the original reporting source as determined by pure hit testing, before any possible <a href="#">Source</a> adjustment by a parent class.
	<a href="#">Source</a>	Gets or sets a reference to the object that raised the event.

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# See Also

## Reference

[Rfc1006LibNet.Advanced.EventArgs Namespace](#)





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