

Winsock ActiveX/COM

By

Progwhiz.Com

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Introduction

The following document will outline the features of the Progwhiz Winsock ActiveX:

- **Properties**
- **Methods**
- **Events**

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Properties

The following itemizes the Properties for the Winsock ActiveX:

ClientAckRequired (0 – Connect Not verified by client, 1-Connect verified by client[Default]. Set to 0 if either the Server or Client Application is developed not using this TCP ActiveX. If both the Server and Client is developed using this TCP ActiveX both applications must set ClientAckRequired to same value)

Company [Read Only]

Connection_Limit (1 to 400) [Read/Write]

Index [Read/Write]

LocalIP [Read/Write]

PortTCP [Read/Write]

TCPConnectionAttempts [Read Only]

TCPCurrentConnections [Read Only]

TCPRecBuffer [Read Only]

TCPRemoteIP [Read/Write]

TCP_ProcessDelay [Read/Write]

Version [Read Only]

wsHardwareKey [Read Only]

wsIsRegistered (Yes/No) [Read Only]

wsRegKey [Read/Write]

Methods

The following itemizes the Methods for the Winsock ActiveX:

Name(Stop Server/Listener)

CloseTCP

Name(Connect Client)

ConnectTCP

Name

DisconnectLastUserTCP (Socket_Index, Validation_Failed_Message)

Name

DisconnectSpecificUserTCP (Socket_Index)

Name(Start Listener)

ListenerTCP

Name(Send from Server or Client)

SendTCP (Msg, Socket_Index)

Name(Send from Client Only)

SendFromClientTCP (Msg)

Name(Send from Server Only)

SendFromListenerTCP (Msg, Socket_Index)

Name(Disconnect All Clients)

ShutDownAllTCP

Name(Shutdown one client by it's Socket Index)

ShutDownTCP (Socket_Index)

Name(Determine if Socket is connected, -1 denotes not connected, returns Socket Index)

TCP_SocketNumConnected (Socket_Number)

Events

The following itemizes the Events for the Winsock ActiveX:

Name

ConnectIPFailed

Description

Invalid IP Address, for Client Side Applications

Syntax

ConnectIPFailed(IP)

Name

ConnectPortFailed

Description

Port not available, for Client Side Applications

Syntax

ConnectPortFailed(PORT)

Name

DataArrived

Description

Data Arrived at Port/Socket

Syntax

DataArrived(ReadBuffer, Socket_Index, Socket_Number)

Name

JustDisconnected

Description

Disconnected

Syntax

JustDisconnected(Reason, Socket_Index, Connecttype[0-client, 1-Server])

Name

NewConnection

Description

New Connection Established

Syntax

NewConnection(Description,IP, Socket_Index, Socket_Number, Connecttype[0-client, 1 –Server])

Name

RejectedConnection

Description

Connection attempt rejected as user limit exceeded

Syntax

RejectedConnection(Reason, IP)

Name

ServerInitFailed

Description

Server Port selected not available, for Server Side Applications

Syntax

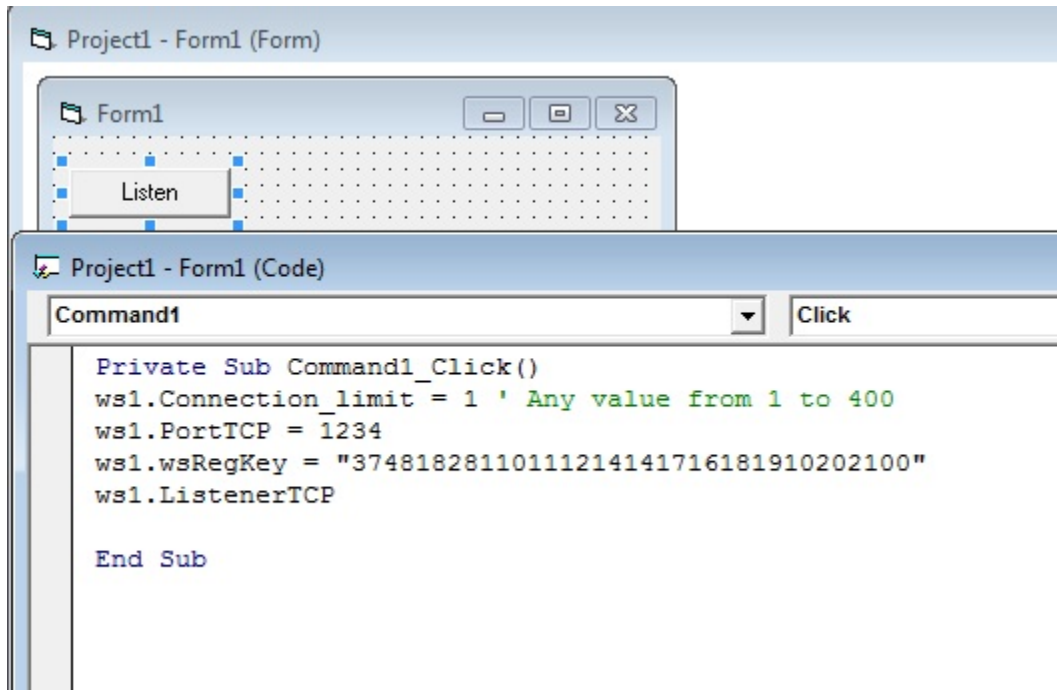
ServerInitFailed(PORT)

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Examples

The following will show how to create and initialise a Listener/Server.

Initialise Listener

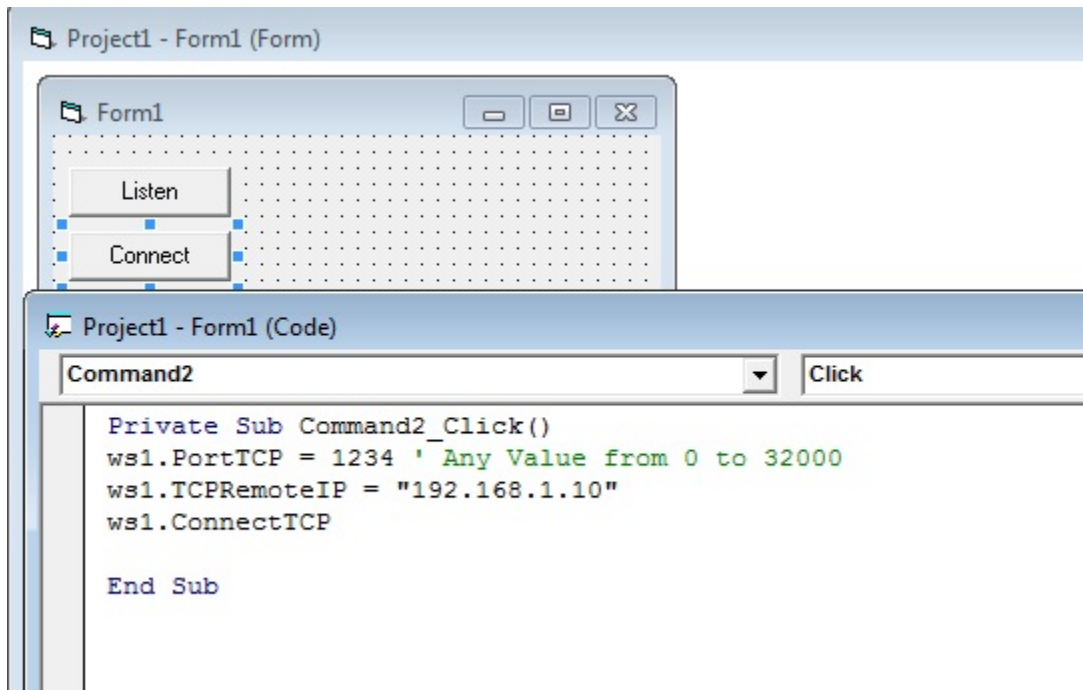


The screenshot displays the Visual Studio IDE with two windows open. The top window, titled 'Project1 - Form1 (Form)', shows a form with a single button labeled 'Listen'. The bottom window, titled 'Project1 - Form1 (Code)', shows the code for the 'Click' event of 'Command1'. The code initializes a listener with the following properties:

```
Private Sub Command1_Click()  
    ws1.Connection_limit = 1 ' Any value from 1 to 400  
    ws1.PortTCP = 1234  
    ws1.wsRegKey = "37481828110111214141716181910202100"  
    ws1.ListenerTCP  
  
End Sub
```

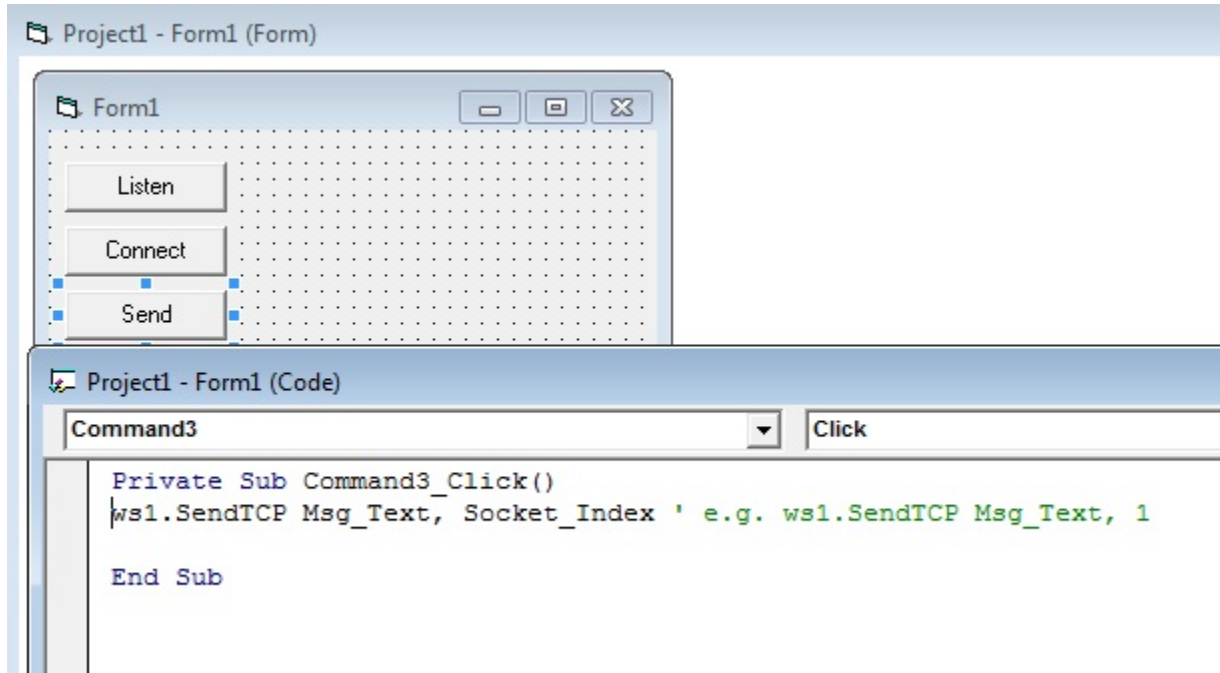

Initialise Client

The following will show how to create and initialise a Client.



Initialise Send

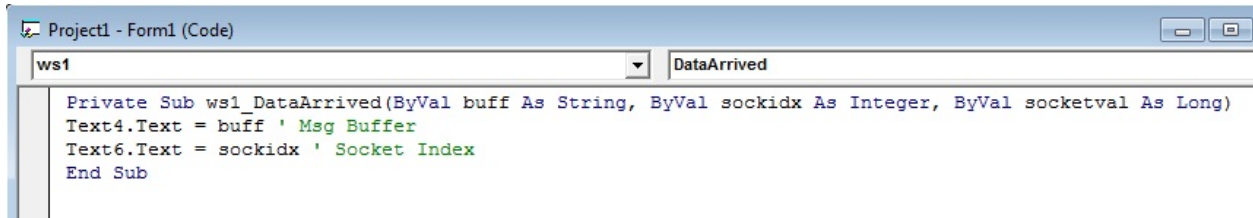
The following will show how to Send Data.



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Trap DataArrival

The following will show how to create Trap Data Arrival via the DataArrival Event.



```
Project1 - Form1 (Code)
ws1 DataArrived
Private Sub ws1_DataArrived(ByVal buff As String, ByVal sockidx As Integer, ByVal socketval As Long)
Text4.Text = buff ' Msg Buffer
Text6.Text = sockidx ' Socket Index
End Sub
```

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