

Winsock Secure ActiveX/COM

By

Progwhiz.Com

<http://www.progwhiz.com>

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Contents

Contents.....	2
Introduction	3
Properties.....	4
Methods.....	5
Events.....	6
Examples	8
Initialise Listener	8
Initialise Client.....	9
Initialise Send	10
Trap DataArrival.....	11

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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:

S_ClientAckRequired (False – Connect Not verified by client, True-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)

S_Company [Read Only]

S_Connection_Limit (1 to 400) [Read/Write]

S_ConnectionTimeout (1 to 400) [Read/Write]

Index [Read/Write]

s_KeyLen[Read/Write]

s_LocalIP [Read/Write]

s_PortTCP [Read/Write]

s_TCPConnectionAttempts [Read Only]

s_TCPCurrentConnections [Read Only]

s_TCPRecBuffer [Read Only]

s_TCPRemotelP [Read/Write]

s_TCP_ProcessDelay [Read/Write]

s_TCPUseSSL[Read/Write]

s_Version [Read Only]

s_wsHardwareKey [Read Only]

s_wsIsRegistered (Yes/No) [Read Only]

s_wsRegKey [Read/Write]

Methods

The following itemizes the Methods for the Winsock ActiveX:

Name(Stop Server/Listener)

s_CloseTCP

Name(Connect Client)

s_ConnectTCP

Name

decodeMsgDev (String, Socket_Index, String)

Name

s_DisconnectLastUserTCP (Socket_Index, Validation_Failed_Message)

Name

s_DisconnectSpecificUserTCP (Socket_Index)

Name

encodeMsgDev (String, Socket_Index, String)

Name(Start Listener)

s_ListenerTCP

Name(Send from Server or Client)

SendTCP (Msg, Socket_Index)

Name(Send from Client Only)

s_SendFromClientTCP (Msg)

Name(Send from Server Only)

s_SendFromListenerTCP (Msg, Socket_Index)

Name(Disconnect All Clients)

s_ShutDownAllTCP

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

s_ShutDownTCP (Socket_Index)

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

s_TCP_SocketNumConnected (Socket_Number)

Events

The following itemizes the Events for the Winsock ActiveX:

Name

sConnectIPFailed

Description

Invalid IP Address, for Client Side Applications

Syntax

ConnectIPFailed(IP)

Name

sConnectPortFailed

Description

Port not available, for Client Side Applications

Syntax

ConnectPortFailed(PORT)

Name

sDataArrived

Description

Data Arrived at Port/Socket

Syntax

DataArrived(ReadBuffer, Socket_Index, Socket_Number)

Name

sJustDisconnected

Description

Disconnected

Syntax

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

Name

sNewConnection

Description

New Connection Established

Syntax

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

Name

sRejectedConnection

Description

Connection attempt rejected as user limit exceeded

Syntax

RejectedConnection(Reason, IP)

Name

sServerInitFailed

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.

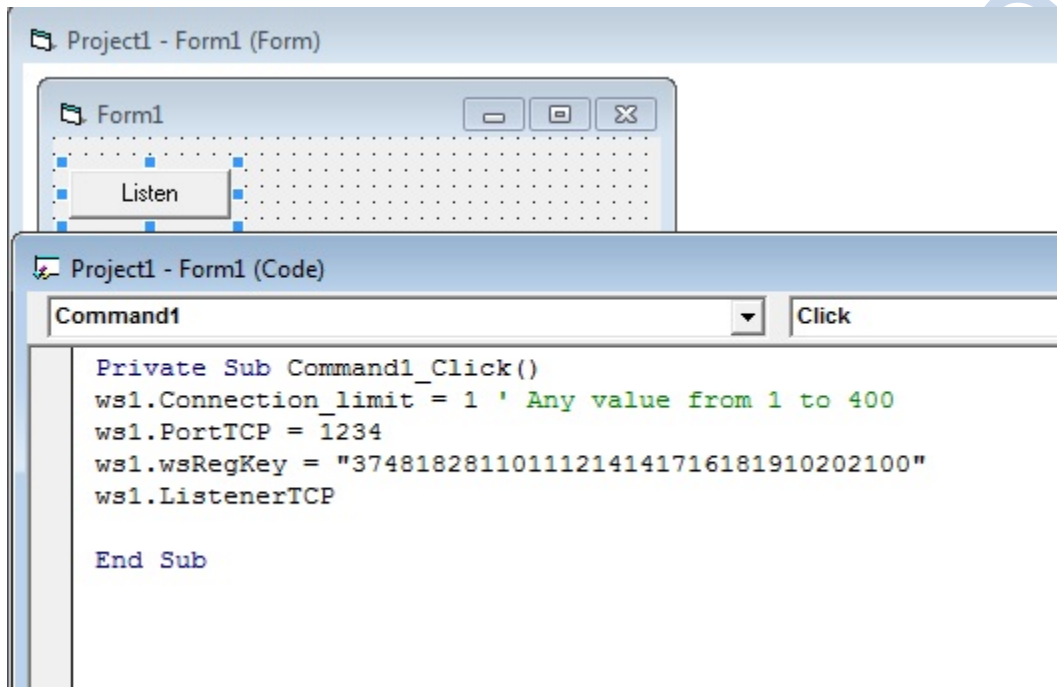
Ws1.s_Connection_limit =1

Ws1.s_PortTCP = 1234

Ws1.s_wsRegKey = "435786908324638576345876345"

Ws1.s_ListenerTCP

Initialise Listener



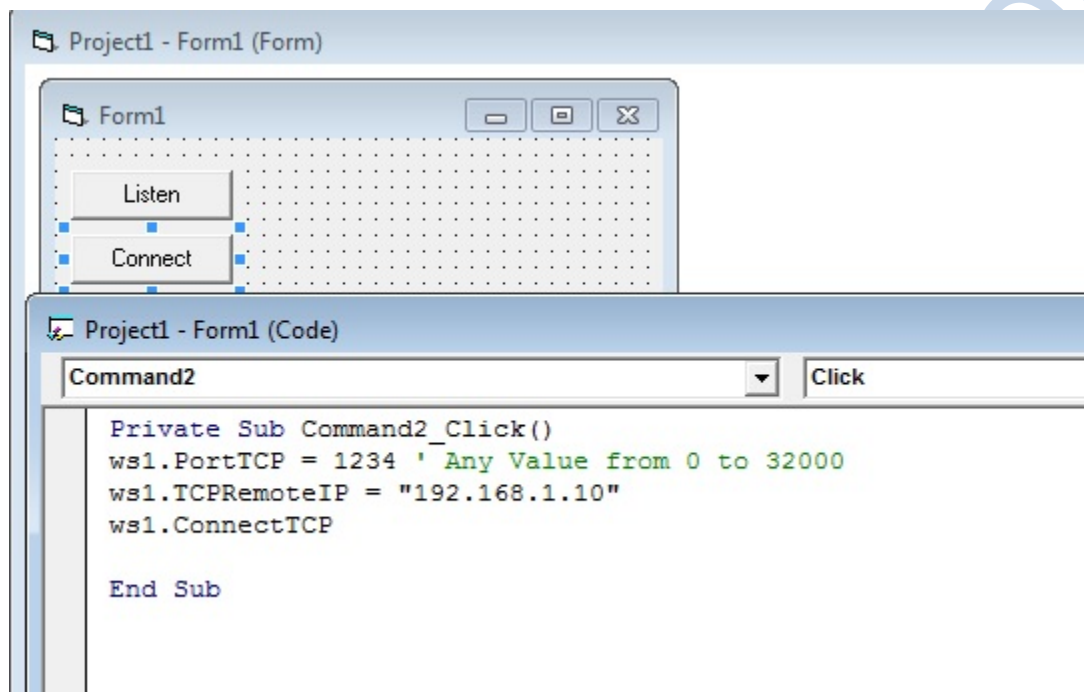
Initialise Client

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

Ws1.s_Connection_limit =1

Ws1.s_PortTCP = 1234

Ws1.s_ConnectionTCP



Initialise Send

The following will show how to Send Data.

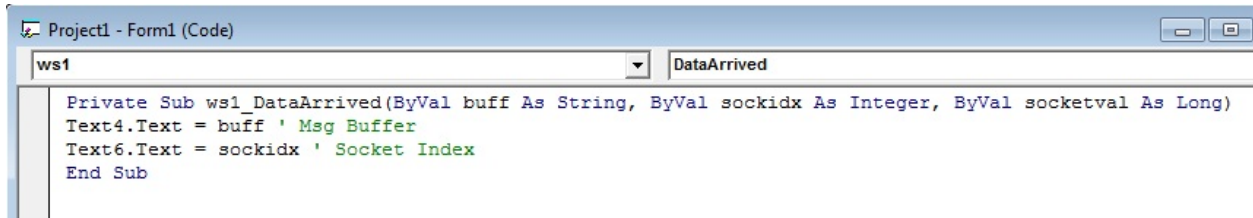
Ws1.s_SendTCP Msg_Text, Socket_Index



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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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