

```

        fileName += ".wav";
    }

    // Write the file to the drive
    FileStream fs = new FileStream(path + fileName, FileMode.Create, FileAccess.
Write);
    BinaryWriter writer = new BinaryWriter(fs);

    try
    {
        for (int i = 0; i < dataBytes.Length; i++)
        {
            writer.Write(dataBytes[i]);
        }
    }
    finally
    {
        writer.Close();
        fs.Close();
    }
}

/// <summary>
/// Parses input XML and creates a new message and message attachment post.
/// </summary>
/// <param name="input">An XML SOAP message</param>
/// <returns>0 for invalid session ID, 1 for success, -1 for unspecified error</
returns>
[WebMethod(Description="Posts a message to a user's account")]
public int PostMessage([XmlAnyElement]XmlElement input)
{
    long sessionID = 0;
    int messageID = 0;
    String title = "";
    String message = "";
    String dataType = "";
    String data = "";

    IEnumerator ienum = input.GetEnumerator();
    XmlNode currentNode;

    ienum.Reset();

    while (ienum.MoveNext())
    {
        currentNode = (XmlNode)ienum.Current;

        if (currentNode.Name == "sessionID")
        {
            long.TryParse(currentNode.InnerText, out sessionID);

            // Return -1 if the session ID is invalid
            if (!IsValidSessionID(sessionID))
            {
                return 0;
            }
        }
        else if (currentNode.Name == "title")
        {
            title = currentNode.InnerText;
        }
        else if (currentNode.Name == "message") // Here we post the new message
        {
            message = currentNode.InnerText;
            messageID = PostNewMessage(sessionID, title, message);
        }
        else if (currentNode.Name == "dataType")
        {
            dataType = currentNode.InnerText;

```