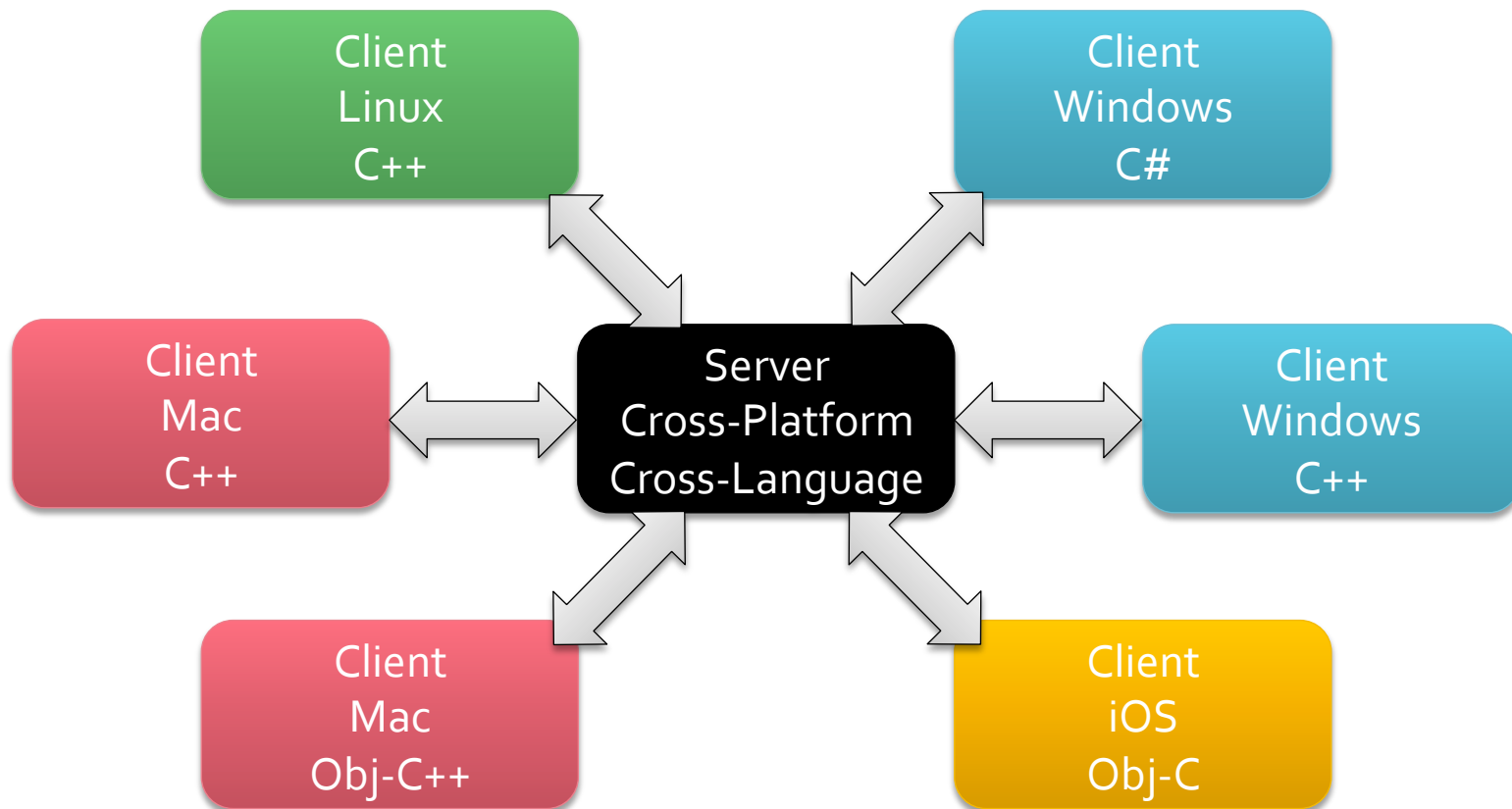


Implemented by Zach Metcalf

# Cross-Platform-TCP-Libraries

# Client-Server Messaging System



# Library Features

## Performance

- Static Libraries with Precompiled Headers (C++)
- Low-Level System Calls via Winsock2 & Sys/Socket
- Safely Managed Memory & Text Buffers

## Cross-Platform

- Supports C++ on All Platforms: Linux, Mac, & Windows
- C#/CLI Library for Windows, Objective-C++ Library iOS

## Customizable

- Custom Callbacks for Publisher and Subscriber Nodes
- Multi-Threaded Client and Server Nodes

# Public Repository

- Demo Projects & Libraries:
  - <http://www.github.com/zachmetcalf/cross-platform-tcp-libraries>
  - Contact – Zach Metcalf – zachmetcalf@gmail.com