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	Any upgrade of ALAZ planned? Or even available soon?	mklaey	18:21 31 May '12
	Re: Any upgrade of ALAZ planned? Or even available soon?	Andre Azevedo	19:14 31 May '12
	Re: Any upgrade of ALAZ planned? Or even available soon?	mklaey	1 hr 6mins ago
<div><p>Hello Andre,</p><p>Thanks for the hint. Over the last couple of days I indeed evaluated SuperSocket, among some other libraries as show n below.</p><p>However, I found that SuperSocket doesn't really suit the needs of YAT. SuperSocket is designed to be used for higher level applications, such as custom protocols on TCP/IP. YAT doesn't deal with protocols, it just requires a socket library on binary stream level, but more convenient then what System.Net.Sockets provides by default.</p><p>Other libraries I looked at:</p><ul style="list-style-type: none">> DotnetAsyncSocket, a "TCP/IP socket networking library for .NET" http://code.google.com/p/dotnetasyncsocket/ [^]> Extasys, an "Asynchronous TCP/UDP socket library" http://code.google.com/p/extasys/ [^]> SocketAsyncServerAndClient, "C# SocketAsyncEventArgs High Performance Socket Code" C# SocketAsyncEventArgs High Performance Socket Code [^]<p>But these libraries have not really proven good enough or suitable for YAT, better than ALAZ, or doesn't seem to be active anymore either. So for moment, I just stick to ALAZ.</p><div>Reply · Email · View Thread · Permalink · Bookmark Edit · Delete</div></div>			
	SSL authentication & Client authentication in .netCF	rama srinu	14:44 2 May '12
	Client authentication with certificates	Tim_Schneider	9:01 15 Apr '12
	Trabalho em SP	mbsteireira	18:58 10 Jan '12
	Thanks wery mutch!!!! It helps me implement big file transfer	UngVas	9:54 6 Jan '12
	My vote of 5	URVISH SUTHAR from Ahmadabad Gujarat, India	12:40 21 Nov '11
	Implementing a message length header	Ivan Moosaka	13:55 25 Oct '11
	Use of asynchronous socket programming with webserver and GPRS telemetry unit	Glen Johnston	6:47 18 Jan '11
	My vote of 5	yakkantiadireddy	6:41 20 Dec '10
	IOCP based socket server	VF	10:34 3 Sep '10
	client side SocketClientSync.Read lost packets when server side sends multiple e.Connection.BeginSend	kelvin1997	11:25 19 Mar '10