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// SocksProxy.csx - Simple SOCKS proxy
// Expose methods like WriteLine and WritePackets
using static System.Console;
using static CANAPE.Cli.ConsoleUtils;

// Create the SOCKS proxy template
❶ var template = new SocksProxyTemplate();
   template.LocalPort = ❷LOCALPORT;

// Create proxy instance and start
var service = template.Create();
service.Start();

WriteLine("Created {0}", service);
WriteLine("Press Enter to exit...");
ReadLine();
service.Stop();

// Dump packets
var packets = service.Packets;
WriteLine("Captured {0} packets:",
    packets.Count);
WritePackets(packets);
```
