


Not quite what you are looking for? You may want to try:

- StP Database Administrator
- Introduction to Remote Administration and Monitoring Systems


13,280,047 members (51,736 online)

Member 13561395 109 Sign out




articles Q&A forums lounge


script for administrator



Network Administrator

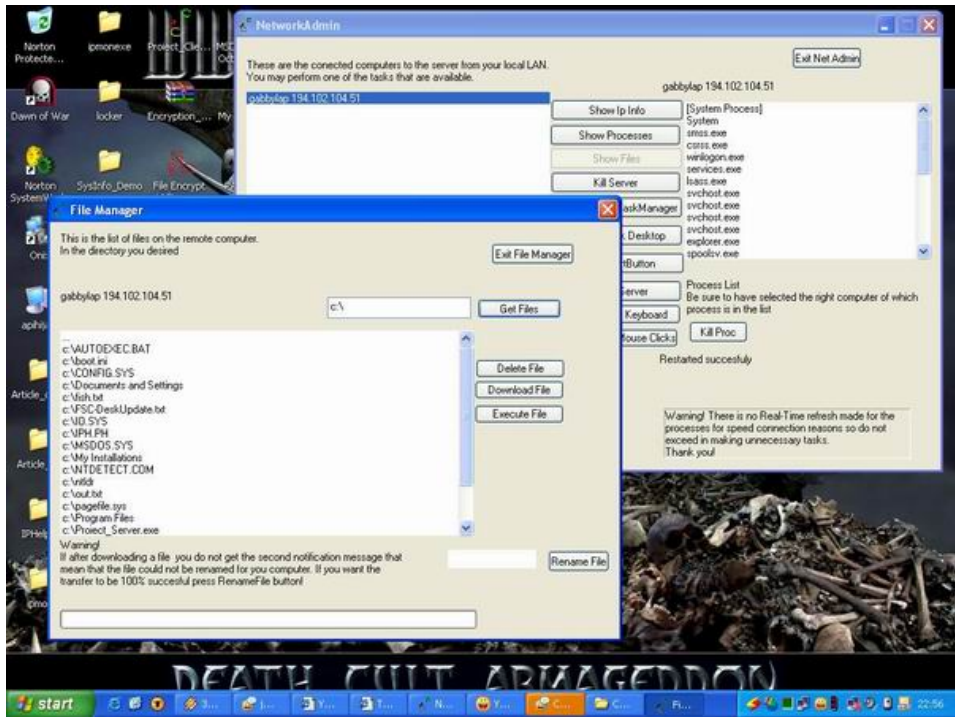


gamitech, 20 Dec 2004

 4.82 (24 votes) Rate:

The article shows how you can work with a multithreading client server application and administrate computers on a network.

Download source - 23.7 Kb



Introduction

The program I will present is a simple application that will point out certain little things that usually you cannot handle while programming a client server application. The application client waits for connection from the computers that are on the network and which are configured to connect to that certain computer as I will show later on. The tricky problems that I've achieved with this program were making the multithreading server and client work in parallel, and I think that I've also achieved some synchronization of the two. There is also the fact that it helps you with many issues regarding your computer (like hiding the desktop or the taskbar or Start button).

Background

The main ideas that I need to present about my article include, first of all, the IP retrieving from the connected computer, the threads work in parallel to synchronize the packet sending, and finally the miscellaneous like retrieving processes, hiding tray...

Using the code

First, I will start by presenting the Server whose task is to try to connect to a certain local network IP that you configure it on. All we have to do is make some basic initialization:

[Hide](#) [Copy Code](#)

```
InitCommonControls();
hInst=hInstance; //get handle of the current instance to use it later
hIcon=(HICON)LoadImage(. . . );
```

Now, after we have our icon loaded and we have the handle to the instance in the **hInst** variable declared as a global, we have to check if the application is running for the first time. The way to do this is to check for a certain key in the registry where we will store later the info about the remote host. If the key and value exists then the application is not running for the first time, otherwise it runs for the first time and we have to make a default host set to 127.0.0.1.

[Hide](#) [Copy Code](#)

```
HKEY Regentry;
DWORD dispos,dwSize,dwType;
char primul[1024];

RegCreateKeyEx(HKEY_LOCAL_MACHINE,"Software\\RemoteHost" . . . );

RegQueryValueEx(Regentry, "host", NULL, &dwType,
                (unsigned char*)&primul, &dwSize);
if(RegQueryValueEx(Regentry,"host", NULL, &dwType,
                (unsigned char*)&primul, &dwSize)!=ERROR_SUCCESS)
//the application runs for the first time
{
    //initialize the host that will be used later from
    //the reg when enumerating the computers on the network
    char host[100];
    strcpy(host,"localhost");
    RegSetValueEx(Regentry,"host",NULL,REG_SZ,
                (unsigned char*)&host,strlen(host)+1);
    RegCloseKey(Regentry);
}
```

Now, we have to start our first thread which will monitor if a certain key combination from the keyboard is pressed. If that certain key combination is pressed then a dialog will appear and ask you to enter the host of the computer on the network which has the client.

[Hide](#) [Copy Code](#)

```
AfxBeginThread(Configure,0)
{
begin:
while(true)
{
    if((GetAsyncKeyState(VK_CONTROL)<0)&&((GetAsyncKeyState(VK_MENU)<0))
        &&((GetAsyncKeyState(VK_SHIFT)<0))&&((GetAsyncKeyState('G')<0)))
    {
        DialogBox(0,MAKEINTRESOURCE(IDD_DIALOG1),0,DLGPROC(fereastra));
        goto begin;
    }
    Sleep(1);
}
return 0;
}
```

Importantly, remember that this is a thread that will monitor if these keys are pressed, and if they are, a dialog will come up and you will enter the host in an edit box. After pressing OK, the host will be saved in the registry as the default host to connect to.

[Hide](#) [Copy Code](#)

```
case IDOK:
char host[1024];
GetDlgItemText(hDlg,IDC_EDIT1,host,sizeof(host));
if (strcmp(host,"")==0)
{
    MessageBox(NULL,"Error no host inserted","",MB_OK);
    break;
}
HKEY Regentry;
DWORD dispos;

RegCreateKeyEx(HKEY_LOCAL_MACHINE,"Software\\RemoteHost",. . . );
if (Regentry==NULL)
{
    MessageBox(NULL,"Error setting host","",MB_OK);
    break;
}
RegSetValueEx(Regentry,"host",NULL,REG_SZ,
                (unsigned char*)&host,strlen(host)+1);
RegCloseKey(Regentry);
MessageBox(NULL,"Host succesfully saved","",MB_OK);
EndDialog(hDlg,0);
break;
```

Now, let's go on with the code from the WinMain. After starting this thread, we have to enumerate all computers on the network, and if a certain computer matches the name stored in the registry, then get its IP and try to connect, otherwise sleep a few milliseconds and try again.

[Hide](#) [Shrink](#) [Copy Code](#)

```
again:
//we have to set a tag from where
```

```

//we have to start the process of reconnection if
//the computer was not found or just failed

GetIps();
//I wil explain later this procedure
//which enumerates the computer on the lo
//cal network and if any mathces the one get the IP
// in the as variable which is a char *

Sleep(100);

WSADATA wsaData;
struct hostent *hp;
unsigned int addr;
struct sockaddr_in server;
int wsaret=WSAStartup(0x101,&wsaData);

if(wsaret)
    return 0;

strcpy(text,as);
//..as I said the ip is stored in the as variable,
//if no computer was found the ip will be 127.0.0.1 or Localhost

//if this is going to be repetitive cycle
//we have to give it some time to sleep
Sleep(100);

conn=socket(AF_INET,SOCK_STREAM,IPPROTO_TCP);
//init the socket

if(conn==INVALID_SOCKET)
    goto aici;
//if any errors we do not return because the server
//will stop but we go to the "again" tag

if(inet_addr(text)==INADDR_NONE)
{
    hp=gethostbyname(text);
}
else
{
    addr=inet_addr(text);
    hp=gethostbyaddr((char*)&addr,sizeof(addr),AF_INET);
}

if(hp==NULL)
{
    closesocket(conn);
    goto aici;
}

server.sin_addr.s_addr=((unsigned long)hp->h_addr);
server.sin_family=AF_INET;
server.sin_port=htons(1100);

if(connect(conn,(struct sockaddr*)&server,sizeof(server)))
{
aici:
    closesocket(conn);
    goto again;
    //if we cannot connect the we also go to again
}

//if we have a succesful connection the we start
//a thread for the client and give it as
//parameter the connected socket.

AfxBeginThread(Client,(LPVOID)conn);

//and ofcourse we need an infinite cycle
//for the aplication not to close after we connect
while (1)
{
    Sleep(1);
}
return 0;
}

```

Now, I have to tell you and present the **GetIps()** void. The procedure just uses the **WNetOpenEnum** and **WNetEnumResource** functions to enumerate.

Hide Shrink ▲ Copy Code

```

CString strTemp;
struct hostent *host;
struct in_addr *ptr; // To retrieve the IP Address

DWORD dwScope = RESOURCE_CONTEXT;
NETRESOURCE *NetResource = NULL;
HANDLE hEnum;

/*
The WNetOpenEnum function starts an enumeration

```

```

of network resources or existing connections. We have to continue
the enumeration by calling the WNetEnumResource function.
*/

WNetOpenEnum( dwScope, NULL, NULL,
              NULL, &hEnum );
//but first we have to get ready to also
//take the ip of the computer that matches
//the host from the registry
WSADATA wsaData;
WSAStartup(MAKEWORD(1,1), &wsaData);

if ( hEnum )
{
    DWORD Count = 0xFFFFFFFF;
    DWORD BufferSize = 2048;
    LPVOID Buffer = new char[2048];
    //this is the buffer where
    //the names will come as an array of
    //LPNETRESOURCE variables

    WNetEnumResource( hEnum, &Count, Buffer, &BufferSize );
    NetResource = (NETRESOURCE*)Buffer;

    char szHostName[200];
    unsigned int i;

    GetModuleFileName(NULL, as, sizeof(as));

    HKEY Regentry ;
    DWORD dispos, dwSize, dwType;

    RegCreateKeyEx(HKEY_LOCAL_MACHINE, "Software\\RemoteHost", . . . );
    if (Regentry==NULL)
        goto papa; //exit the void

    RegQueryValueEx(Regentry, "host", NULL,
                    &dwType, (unsigned char*)&as, &dwSize);
    RegQueryValueEx(Regentry, "host", NULL,
                    &dwType, (unsigned char*)&as, &dwSize);

    char *host1;
    host1 = _strupr( _strdup( as ) );

    //start the enumeration of the arrays from the buffer
    for ( i = 0; i < BufferSize/sizeof(NETRESOURCE); i++, NetResource++ )
    {
        if ( NetResource->dwUsage == RESOURCEUSAGE_CONTAINER
            && NetResource->dwType == RESOURCETYPE_ANY )
        {
            if ( NetResource->lpRemoteName )
            {
                //the name retrieved will be given like this \\remote
                //so we will have to look for the \\ characters and when found
                //copy what's in the right into a string buffer
                CString strFullName =
                    NetResource->lpRemoteName;
                if ( 0 == strFullName.Left(2).Compare("\\\\") )
                    strFullName = strFullName.Right(strFullName.GetLength()-2);
                gethostname( szHostName, strlen( szHostName ) );
                host = gethostbyname(strFullName);

                //now the ip retrieving
                //after having the host
                if(host == NULL) continue;
                ptr = (struct in_addr *) host->h_addr_list[0];

                int a = ptr->S_un.S_un_b.s_b1; //127.
                int b = ptr->S_un.S_un_b.s_b2; //0.
                int c = ptr->S_un.S_un_b.s_b3; //0.
                int d = ptr->S_un.S_un_b.s_b4; //1

                strTemp.Format("%d.%d.%d.%d", a, b, c, d);

                if(strcmp(strFullName, as)==0)
                {
                    strcpy(as, strTemp.GetBuffer(sizeof(strTemp)));
                }
                //copy it in the as buffer to use it to connect
            }
        }
    }
    delete Buffer;
    WNetCloseEnum( hEnum );
}
papa: //out
WSACleanup();
return 1;
}

```

Now to tell you what the server can do and also explain the client thread. As you've seen, all that the WinMain does is it tries to connect to a certain computer on the network, the computer whose name is in the registry. Now, after we have a successful connection, we have to begin the client thread which will interpret the messages

sent from the client. The first thing we should do is send a short message to the client so it will know that the connection was completed successfully.

[Hide](#) [Copy Code](#)

```
conn=(SOCKET)pParam;
char buff[1024];
send(conn, "Gabby", 6, 0);
int n;
n=recv(conn, buff, sizeof(buff), 0);
if ((n==0) || (n==SOCKET_ERROR))
    ExitThread(0);
```

Now after we receive the message from the client, the client will need the IP of the local computer which he is connected to, so we will send the IP. First, we have to get the host, and then turn it into a four dotted char IP address with `inet_ntoa()`.

[Hide](#) [Copy Code](#)

```
char text[100];
struct hostent *h; //structure that will hold info on th ip address

gethostname(text, sizeof(text)); //get local host's name
h=gethostbyname(text); //get the info on the host
char * ip;
ip=inet_ntoa(*(struct in_addr *)h->h_addr);
//convert it to an ip address
//and send it

char detr[1024];
strcpy(detr, text);
strcat(detr, " ");
strcat(detr, ip);
recv(conn, buff, sizeof(buff), 0);
send(conn, detr, strlen(detr), 0);
```

Now, we have to enter a so called infinite cycle that will work the messages received from the client. If any errors occur then we will exit the thread and the client will notice because it won't receive the ping from the server. Very importantly, know that if we want to receive a text from the client, we should always set the memory of the buffer in which we receive 0. So...

[Hide](#) [Shrink](#) [Copy Code](#)

```
while (1) //the infinite cycle
{
    ZeroMemory(buff, sizeof(char [1024])); //set it to 0
    n=recv(conn, buff, 512, 0);
    if ((n==SOCKET_ERROR) || (n==0))
    {
        reset: //this tag will be very usefull later it resets the server
        char serv[1024];
        GetModuleFileName(NULL, serv, sizeof(serv));
        ShellExecute(NULL, "open", serv, NULL, NULL, SW_SHOW);

        _exit(0);
        return 0;
    }
    /* From time to time the client will send
    the char ping to the server and waits from
    the pong reply. If it does not receives it
    or the socket has any errors will
    consider the server disconnected.
    */

    if (strcmp(buff, "ping")==0)
    {
        Sleep(5); //it is very important to know that
        //before sending any packets of info
        //the computer should sleep a little. I will explain later.

        n=send(conn, "pong", 5, 0);
    }
    if ((n==SOCKET_ERROR) || (n==0)) goto reset;
```

This way, all the communication is done. Now the essence of the thread is, giving info on the existing files on the computer, and of course, the synchronization.

So if the client wants to see the files on a certain computer it's connected to, it sends a string that the computer will interpret. The string for the files view is "files". When the client browses the files of the server, it can also make downloads and also delete any files or execute them. The thing is that if he has to do it only from this thread, then he will not be able to deliver any pings or give info on the computer. The things I did were: after the server receives the string "files", it opens another thread called `FileClient()` that connects to the client again through a totally different socket and port. Of course, the client opens a thread that accepts connection on that port. After it connects, it will create a thread similar to the client thread but it will wait for messages from the `fileclient` socket. So...

[Hide](#) [Copy Code](#)

```
if ((StrStrI(buff, "files")!=NULL))
{
    Sleep(50);
    send(conn, "OK", 3, 0);
    fsrv=CreateThread(NULL, 0, StartConn,
        (LPVOID)text, 0, 0); //text being the ip
}
```

Now a little bit about synchronization. For example, if the server receives a message from the client that tells it to send the list of processes. After the client sends the message, if it has to do any initialization and the server immediately sends a string, the client might not receive it and that's why I let the server sleep every time it has to send something. It is very important because this happens very often if the connection speed is very good. Now about the file sending process. The server receives a

string with a file name. Now the file might also be a directory or might not even exist if the user deletes it after the last refresh of file was made. The thing that we should do is check if the file exists, and then if it is a directory, if it is, send a string that will tell that, otherwise send it.

[Hide](#) [Copy Code](#)

```
DWORD attrb;
attrb=GetFileAttributes(host);
if ((attrb==FILE_ATTRIBUTE_DIRECTORY)|| (attrb==-1)|| (attrb==17))
{
    //17 means that the file is a customized directory
    //with a different picture and stuff
    Sleep(30);
    n=send(connfile,"unavalaible",11,0); //send the unavalaible string
    if ((n==SOCKET_ERROR)|| (n==0)) goto reset;
}
```

If the file is OK, tell the client that. Now we have to open it and tell the client the file's length, and then send it by reading from the file and sending to the client that will write to the file whatever it gets until the file is all sent.

[Hide](#) [Shrink](#) [▲](#) [Copy Code](#)

```
else
    Sleep(30);
n=send(connfile,"file ok",8,0);
if ((n==SOCKET_ERROR)|| (n==0)) goto reset;

n=recv(connfile,buff,sizeof(buff),0);
if ((n==SOCKET_ERROR)|| (n==0)) goto reset;

/*
I did with CFile because it is much easier to get the length and stuff although
I beleive that MFC is less good than WIN32 Apis
*/

CFile f;
f.Open(host,CFile::modeRead);

DWORD size;
size=f.GetLength();
_itoa(size,buff,10);
Sleep(5);
n=send(connfile,buff,strlen(buff),0);
if ((n==SOCKET_ERROR)|| (n==0)) goto reset;

n=recv(connfile,buff,sizeof(buff),0);
if ((n==SOCKET_ERROR)|| (n==0)) goto reset;

int y;
char buf[2048];
//before starting to send sleep 100 miliseconds
//so the client will be ready to receive
Sleep(100);
while (true)
{
    y=f.Read(buf,1024); //try to read 1024 caracters
    //Sleep(1);
    n=send(connfile,buf,y,0); // send the actual numbers of bites read
    if ((n==SOCKET_ERROR)|| (n==0))
    {
        Sleep(50);
        n=send(connfile,"file ready",11,0);
        goto reset;
    }
    //we should also recv something if we want
    //the file to be send succesfully
    ZeroMemory(buff,sizeof(buff));
    n=recv(connfile,buff,sizeof(buff),0);
    if ((n==SOCKET_ERROR)|| (n==0))
    {
        n=send(connfile,"file ready",11,0);
        goto reset;
    }
    if (strcmp(buff,"break")==0)
    {
        goto rename;
    }
    //and we do this cycle untill the bytes read
    //are less than 1024 which means the
    //file is over
    if (y<1024) break;
}
```

Now all we have to do is send a string to the client to announce to it that the file is over so it will close the file and stop its cycle. This is all I can tell you about the server, or should I say the main things that it can do? About the client: now, here I don't really have much to say because they are very similar. The tricks that should be mentioned from the client are: sending messages only from certain threads or getting the download speed. The client starts with a thread that waits for connections from any computer on the LAN that has a server started. After one connects, it opens a thread for that certain computer and stores its IP. It is very important to know that after you start a thread, you can only pause it, resume it or kill it, so if I want to send a certain message to a server at a certain time, I have to declare a global variable called **command** which is a boolean and which each thread checks to see if it has any command to be sent. Take a look:

[Hide](#) [Copy Code](#)

```
MSG msg;
SetTimer(NULL,0,1000,0);

while(1)
{
    GetMessage(&msg,0,0,0);

    if (command==true) //if there is any command to be sent
    if (StrStrI(comanda,ip)!=NULL)
    // check if the ip of the connected computer is in the command string
    {
        //if it is send it
        n=send(client,comanda,strlen(comanda),0);
        if ((n==SOCKET_ERROR)||(n==0)) goto out;
        command=false;
        ZeroMemory(buff,sizeof(buff));
    }
}
```

The **command** boolean will be maneuvered by the user. If it presses the button *KillServer* for example, the command string will be like this "host+ip killserver", and of course, **command=true** which means that the computer with that host and IP should terminate its server. The client thread checks if the **command** boolean is **true** and if it contains the IP of the connected computer. If yes, send the server message to exit the process. To get the download speed now: I thought that this would be very simple to be done if I compare the length of the file each second and see how much it has grown. I want to know the KB/second speed but this doesn't mean that I should check every second because that would be too much time; you can check every 500 milliseconds and rapport it to 1 second:

[Hide](#) [Copy Code](#)

```
500 . . . . . 124235 KB
1000 . . . . . X
```

So if in 500 milliseconds we got 12435 KB, in 1000 milliseconds, we would have got X which equals: $X=((1000)*(124235))/500$, and this is the number of KB/second the speed of download.

[Hide](#) [Copy Code](#)

```
case WM_TIMER:
if (downloading)
{
    /* prev and now are the DWORD</CODE>s that contain info on the
    previous and current file Length
    */

    prev=now;
    now=f.GetLength();
    DWORD z,rt;
    /* now-prev is the quantity of bytes written
    in the file in the last 500 milliseconds
    By dividing it by 1000 we get the number of KB written
    */
    z=(now-prev)/1000;
    rt=(1000*z)/500; // :)
    char rat[1024];
    _itoa(rt, rat, 10);
    strcat(rat, " ");
    strcat(rat, "KB/s");
    SetDlgItemText(hdlg, RATE, rat);
}
else
    SetDlgItemText(hdlg, RATE, "0 KB/s" );
break;
```

That's kind of all. If you have any questions regarding the project, please ask me.

License

This article, along with any associated source code and files, is licensed under [The Microsoft Public License \(Ms-PL\)](#)

Share

[TWITTER](#)
[FACEBOOK](#)

About the Author

**gamitech**

Software Developer

Romania 

I love VC++

You may also be interested in...

[Building Reactive Apps](#)[The Offline-First Approach to Mobile App Development](#)[Generating JSON Web Services from an Existing Database with CodeFluent Entities](#)[Get Started: Intel® Cyclone® 10 LP FPGA kit](#)[StP Database Administrator](#)[Intel® Cyclone® 10 LP FPGA Board - How to Program Your First FPGA](#)

Comments and Discussions

[First](#) [Prev](#) [Next](#)

are you know your picture :satan specification

Member 10207623 2-Oct-14 3:12

are you know your picture :satan specification

[Reply](#) · [Email](#) · [View Thread](#)

regarding project

Member 10438287 3-Dec-13 1:45

can you please tell me what are the steps to followed to execute this program

my mail id is

sharathkpa14@gmail.com

[Reply](#) · [Email](#) · [View Thread](#)

How to make a Remote Shell? [modified]

(BlackBox) Ethical Hacker 31-Oct-10 11:01

Check out my Programs I have loads lol!

[How to make a Remote Shell?](#)

You can Download the Zip file with Compiled copy of EXE file and the Linkers are set as well!



modified on Sunday, October 31, 2010 11:20 AM

[Reply](#) · [Email](#) · [View Thread](#)



Program (BlackBox) Ethical Hacker 31-Oct-10 10:55

I have a Tool like that lol!

>Webcam
>Keylogger
>Proccess
>Explorer

ECT.

Try this one!

http://www.nuclearwintercrew.com/Products-View/21/Nuclear_RAT_2.1.0/

[Reply](#) · [Email](#) · [View Thread](#)



software loipham 28-Oct-07 21:58

i have homework about socket. requesting of homework is creating client/server,then write Admin program to cout how application run on client 🤖

[Reply](#) · [Email](#) · [View Thread](#)



software for running C++ loipham 28-Oct-07 21:52

everybody have software C++ run on Vista 32bit, please share me.

[Reply](#) · [Email](#) · [View Thread](#)



internet! farshad.f 5-Jul-06 11:26

hi again
ur program only work in a local net.but i wanna use it on the internet
in ur code:
u get the host name(by a dialog)and then u enumerates the computer on the local net to find any matches(in a loop)
can i change the format of dialog and instead of the name of host get the IP.
then i wanna make a loop and try to that ip!
does it work?

[Reply](#) · [Email](#) · [View Thread](#)



Re: internet! euacela 5-Jul-06 14:59

Dude sockets work for both network and over the net IP's
so yes you can do that

gabby

[Reply](#) · [Email](#) · [View Thread](#)



a problem in using ur code! farshad.f 5-Jul-06 3:06

Dear euacela,
a big hello,
The software is so great, i learned a lot from that. BTW
i'm coding a new project and i wanna add a kind of capturing and controlling mouse and keyboard(actually i wanna mix Remote Control PCs By Andy Bantly &&

ur project and make a unit interface for both project)
but when i did, i got alot of error.
i realised that in ur setting project u chose "use MFC in static library" but Andy's project dosent use MFC.
and when i change one of them i got error so i couldnt
achive to it.
have u got any idea?could u help me?
thank u in advance
ur faithfully

[Reply](#) · [Email](#) · [View Thread](#)



Re: a problem in using ur code!

euacela 5-Jul-06 9:27

hmm
you didn't give me any specific errors.
Man I can't help you solve errors you should also use MFC in a static library.

gabby

[Reply](#) · [Email](#) · [View Thread](#)



Re: a problem in using ur code!

farshad.f 5-Jul-06 10:25

ya, i tried to recode ur project(for changing mfc class)but i couldnt.so i decided to change the Remote Control PCs source.so i change setting to use mfc in static library then i got these error:

linking...
client.obj : error LNK2001: unresolved external symbol __imp__MessageBoxA@16
client.obj : error LNK2001: unresolved external symbol __imp__InvalidateRect@12
MainWnd.obj : error LNK2001: unresolved external symbol __imp__InvalidateRect@12
ColorMode.obj : error LNK2001: unresolved external symbol __imp__SendMessageA@16
Compression.obj : error LNK2001: unresolved external symbol __imp__SendMessageA@16
GridSpacing.obj : error LNK2001: unresolved external symbol __imp__SendMessageA@16
ColorMode.obj : error LNK2001: unresolved external symbol __imp__GetDlgItem@8
Compression.obj : error LNK2001: unresolved external symbol __imp__GetDlgItem@8
GridSpacing.obj : error LNK2001: unresolved external symbol __imp__GetDlgItem@8
ServerIP.obj : error LNK2001: unresolved external symbol __imp__GetDlgItem@8
ColorMode.obj : error LNK2001: unresolved external symbol __imp__EndDialog@8
Compression.obj : error LNK2001: unresolved external symbol __imp__EndDialog@8
GridSpacing.obj : error LNK2001: unresolved external symbol __imp__EndDialog@8
ServerIP.obj : error LNK2001: unresolved external symbol __imp__EndDialog@8
GridSpacing.obj : error LNK2001: unresolved external symbol __imp__SetWindowTextA@8
ServerIP.obj : error LNK2001: unresolved external symbol __imp__SetWindowTextA@8
GridSpacing.obj : error LNK2001: unresolved external symbol __imp__GetWindowTextA@12
ServerIP.obj : error LNK2001: unresolved external symbol __imp__GetWindowTextA@12
MainWnd.obj : error LNK2001: unresolved external symbol __imp__EnableMenuItem@12
MainWnd.obj : error LNK2001: unresolved external symbol __imp__GetMenu@4
MainWnd.obj : error LNK2001: unresolved external symbol __imp__ShowWindow@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__PostMessageA@16
MainWnd.obj : error LNK2001: unresolved external symbol __imp__KillTimer@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__SetScrollPos@16
MainWnd.obj : error LNK2001: unresolved external symbol __imp__SetScrollRange@20
MainWnd.obj : error LNK2001: unresolved external symbol __imp__GetClientRect@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__EndPaint@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__DeleteDC@4
MainWnd.obj : error LNK2001: unresolved external symbol __imp__DeleteObject@4
MainWnd.obj : error LNK2001: unresolved external symbol __imp__BitBlt@36
MainWnd.obj : error LNK2001: unresolved external symbol __imp__LineTo@12
MainWnd.obj : error LNK2001: unresolved external symbol __imp__MoveToEx@16
MainWnd.obj : error LNK2001: unresolved external symbol __imp__StretchDIBits@52
MainWnd.obj : error LNK2001: unresolved external symbol __imp__SelectObject@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__CreateCompatibleBitmap@12
MainWnd.obj : error LNK2001: unresolved external symbol __imp__CreateCompatibleDC@4
MainWnd.obj : error LNK2001: unresolved external symbol __imp__BeginPaint@8
MainWnd.obj : error LNK2001: unresolved external symbol __imp__SetTimer@16
MainWnd.obj : error LNK2001: unresolved external symbol __imp__GetDC@4
MainWnd.obj : error LNK2001: unresolved external symbol __imp__DialogBoxParamA@20
MainWnd.obj : error LNK2001: unresolved external symbol __imp__PostQuitMessage@4
WndProc.obj : error LNK2001: unresolved external symbol __imp__WaitMessage@0
WndProc.obj : error LNK2001: unresolved external symbol __imp__DispatchMessageA@4
WndProc.obj : error LNK2001: unresolved external symbol __imp__TranslateMessage@4
WndProc.obj : error LNK2001: unresolved external symbol __imp__GetMessageA@16
WndProc.obj : error LNK2001: unresolved external symbol __imp__PeekMessageA@20
WndProc.obj : error LNK2001: unresolved external symbol __imp__CreateWindowExA@48

WndProc.obj : error LNK2001: unresolved external symbol __imp__RegisterClassExA@4
 WndProc.obj : error LNK2001: unresolved external symbol __imp__GetStockObject@4
 WndProc.obj : error LNK2001: unresolved external symbol __imp__LoadCursorA@8
 WndProc.obj : error LNK2001: unresolved external symbol __imp__LoadIconA@8
 WndProc.obj : error LNK2001: unresolved external symbol __imp__DefWindowProcA@16
 Debug/ClientWindow.exe : fatal error LNK1120: 41 unresolved externals
 Error executing link.exe.

i have got an idea:

can i use Andy Bantly' project as a pack and then i call whole the project from ur code(i mean run the .exe and pass the ip i want to capture?)how do u think?is it good?

[Reply](#) · [Email](#) · [View Thread](#)



how to connect between server and client?

Petiao 21-Dec-05 20:45

i as a server, i want to connect to 1 client, to use the server mouse and keyboard to control the client mouse curser and keyboard, how can i make it?

thank you

nick

[Reply](#) · [Email](#) · [View Thread](#)



Re: how to connect between server and client?

farshad.f 5-Jul-06 12:22

1: u could capture the screen! :Remote Control PCs

By Andy Bantly

2: u could code a logger: An All-Purpose Keyboard Hooker

By =[Abin]=



[Reply](#) · [Email](#) · [View Thread](#)



alexmcadaHow To check the CD Writter,Printer, Download Size Status such as How Copies writted and printed

alexmcada 3-Oct-05 7:27

Help Please

1. how check cd writter (how many copy Writted)
2. how check the printer(how many pages prited)
3. how to find how many MB download from internet

[Reply](#) · [Email](#) · [View Thread](#)



<----- Report bugs ----->

bear golden 14-May-05 7:35

1. selecting one of the connected remote hosts in the list of the dialog1, and then clicking the button whose capture is "show file", the dialog3 successfully appears, but the button disabled for ever, although i insert the following two lines, still does no work!

```
Sleep(200);
EnableWindow(GetDlgItem(hdlg,FILE,true);
```

2. selecting the file you want to download, and then click the "Download" button, if the file is not too big, the ProgressBar works well, but if the file is too big, there's something wrong with the ProgressBar! let me take an example, i chose a file whose size is around 100MB, when the ProgressBar is almost 40%, it reset to 0%, and then again till the transferring end!

can anyone fix the bug for me?

bear golden

[Reply](#) · [Email](#) · [View Thread](#)



Re: <----- Report bugs -----> euacela 17-May-05 4:16

The first issue about the disabled button: when you click on that button it gets disabled because it tries to connect to the same computer but on another port and you cannot have this happening with more than one computer. After you close the dialog with the files the server will be restarted and the button will be enabled.
If you debug it you will see.
About the downloading, it is very simple the variable is not big enough for the value in bytes of the file. just divide and show it MB not KB try figure out something.

gabby

[Reply](#) · [Email](#) · [View Thread](#)



Re: <----- Report bugs -----> bear golden 17-May-05 23:23

1. about the disabled button - when the client starts, it connects to the server via port 1100, and when the file dialog opens, it connects to the file server via port 2222, and you said that i cannot have this problem with more than one computer, right? but as a matter of fact, it did happen as i said in my first thesis, the button disabled for ever, although the server will be restarted after the file dialog closed!
2. about the downloading - yeah, i thought the same way as you did!

[Reply](#) · [Email](#) · [View Thread](#)



Re: <----- Report bugs -----> euacela 18-May-05 1:58

you mean you close the dialog and you still have your button disabled.
strange, but also possible because the program waits for a string to enable the button and if it does not receive it it keep it disabled forever.
but I'll tell you this do not disable it. Use a bool variable and when the button is pressed and you have to get info on some files make it true and when it is true you get an error message when you click the button, when you close the dialog make it false again but still i can't see why is this happening to you. did you watch the source. in the thread thread that creates the dialog:

[Hide](#) [Copy Code](#)

```
<br />
DWORD WINAPI FileDialog(LPVOID pParam)<br />
{<br />
    DialogBox(0,MAKEINTRESOURCE(IDD_DIALOG3),0,DLGPROC(fereastra2));<br />
    HWND hdlg;<br />
    hdlg=(HWND)pParam;<br />
    EnableWindow(GetDlgItem(hdlg,FILE),true);<br />
    ExitThread(0);<br />
    return 0;<br />
}<br />
```

so after the dialog is closed the button is automatically enabled so it is practically impossible not to be disabled. maybe you modified something have another look at the code

gabby

[Reply](#) · [Email](#) · [View Thread](#)



Re: <----- Report bugs -----> bear golden 18-May-05 3:40

hello, gabby,

i have completely read the source code in the network administrator project, and i swear i did not make any changes to the source code you pasted above.

when i found that the "show file" button disabled for ever after i clicked once, i did try to add some lines to make it enabled after i close the file dialog, but i was totally confused when i found the statement EnableWindow(GetDlgItem(hdlg,FILE),true) was in there with no work 😞

if it is convenient, you can download the source code of the project, and have a test, maybe it's my fault to master the spirit of the project.

your bear,

2005.5.18.

[Reply](#) · [Email](#) · [View Thread](#)

Re: <----- Report bugs ----->
Anonymous 18-May-05 6:02

the thing is that I don't have to download the project because I did it myself but i'll tell you this in max 2 days I will publish an update that will get lose of this bug that only you seem to have trouble with.
I still don't know what seems to be the problem with the button

[Reply](#) · [View Thread](#) | [Edit](#) · [Delete](#)

Re: <----- Report bugs ----->
bear golden 23-May-05 1:36

hello,

have you ever uploaded the update for the project?

your bear,

bear golden

[Reply](#) · [Email](#) · [View Thread](#)

compile under VS2003 ERROR
DanverHong 1-Feb-05 22:32

```
typedef struct KBDLLHOOKSTRUCT {  
    DWORD vkCode;  
    DWORD scanCode;  
    DWORD flags;  
    DWORD time;  
    DWORD dwExtraInfo;  
} KBDLLHOOKSTRUCT, FAR *LPKBDLLHOOKSTRUCT, *PKBDLLHOOKSTRUCT;  
Proiect_Server.cpp  
e:\download\NetworkAdmin\Proiect_Server\Proiect_Server.cpp(67) : fatal error C1001: 内部编译器错误  
(编译器文件“msc1.cpp”的第 2701 行)  
。请选择 Visual C++  
“帮助”菜单上的“技术支持”命令，或打开技术支持帮助文件获得详细信息
```

生成日志保存在“file://e:\download\NetworkAdmin\Proiect_Server\Debug\BuildLog.htm”中
Proiect_Server - 1 错误, 0 警告

Can I help you?

[Reply](#) · [Email](#) · [View Thread](#)

Re: compile under VS2003 ERROR
euacela 20-Mar-05 5:33

just delete tihs part from the code:

DanverHong wrote:

```
typedef struct KBDLLHOOKSTRUCT {  
    DWORD vkCode;  
    DWORD scanCode;  
    DWORD flags;  
    DWORD time;  
    DWORD dwExtraInfo;  
} KBDLLHOOKSTRUCT, FAR *LPKBDLLHOOKSTRUCT, *PKBDLLHOOKSTRUCT;
```

gabby

[Reply](#) · [Email](#) · [View Thread](#)



Connection Problem
MyXOMOP 17-Jan-05 10:53

Sorry for my poor english 🙄
I launch 2 servers, first on machine: \\user1 and second: \\AlphaOmega (Local PC)
1'st problem: I don't see \\user1 machine in the connection status screen
2'nd problem: When I clicked on AlphaOmega 123.123.123.123 machine, I get this info in the Location of server: \\user1\\Project_server.exe
3'rd feature: When I compiling Project_Server, I am recieving following error: Proiect_Server.cpp(70) : fatal error C1001: INTERNAL COMPILER ERROR (compiler file 'msc1.cpp', line 2701) Please choose the Technical Support command on the Visual C++ Help menu, or open the Technical Support help file for more information.
Is it Microsoft Feature? 🙄 (I just comment this and tagMSLLHOOKSTRUCT structs 🙄)(Compiler: VS2003)

[Reply](#) · [Email](#) · [View Thread](#)



Re: Connection Problem
euacela 18-Jan-05 15:38

the first problem is easy to solve. When putting the server on a different computer don't forget to configure it to what computer on the LAN to connect to. U can do this by pressing simultaneously CTRL+ALT+SHIFT+G and a little dilog will pop-up in the left upper corner were you will insert the name of the compter on the LAN to connect to. It is true that I've made a mistake because in the GetIps() procedure in the last lines where I compare a certain computer on the network that has been found with the one from the registry the comparison is case sensitive. You will have to modify that . . .
I do not understand what you second problem is and the 3rd problem is out my reach because as you quoted "
MyXOMOP wrote:
C1001: INTERNAL COMPILER ERROR
"

I hope this helps. Look for compilers for VC++ 6 (because I compiled it with taht on google).
Thanks

gabby

[Reply](#) · [Email](#) · [View Thread](#)



Refresh

1 2 Next »

- General
- News
- Suggestion
- Question
- Bug
- Answer
- Joke
- Praise
- Rant
- Admin