

.NET Remoting

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I am using .NET Remoting to transfer a file over a network in the form of a byte array. I am registering the server using:

```
TcpChannel chan = new TcpChannel(8085);
ChannelServices.RegisterChannel(chan);
RemotingConfiguration.RegisterWellKnownServiceType(typeof(HICONServer),
"C4I.EDMSIM.HICON", WellKnownObjectMode.SingleCall);
```

and calling the function using:

```
byte[] buffer = _hiconServer.chooseStation(stationID);
```

the chooseStation function returns the byte array:

```
FileStream fs = new FileStream(_dsa.dbName, FileMode.Open);
BinaryReader br = new BinaryReader(fs);
buffer = br.ReadBytes((int)fs.Length);
br.Close();
return buffer;
```

This works fine when the client and server are both on the same machine, and this method has worked in another application deployed in a large scale environment. For some reason, the function never returns. I have added trace information and the "return buffer" line is getting called, my network activity jumps and anywhere from 1MB to 4MB gets sent and then nothing happens.

I have two questions:

1. Should I be doing this another way (splitting up the byte array, and returning pieces at a time, this probably makes more sense, but I didn't have problems in the past).
2. Is there some way I can tell if the remoting call has hung up.