

## Re: Callbacks to remoted clients thru firewall

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.remoting/2004-03/0136.html>

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Yes,

Elp and Allen are right. Genuine Channels are good, I use them.

I just tried to show you some free solution.

Genuine Channels are not expensive at all also.

Sunny

In article <OdvMBstAEHA.3248@TK2MSFTNGP11.phx.gbl>, rockfamily@REMOVEME.hotmail.com says...

> *Hi Isaak,*

>

> *"Isaak" <anonymous@discussions.microsoft.com> wrote in message*

> *news:B55ACDB6-356E-4649-BA5B-D1E1D24DDBDE@microsoft.com...*

> > *In my application, remoted clients, using auto port selection option of*

> *port=0, register for remote callbacks from the server.*

> > *Since port number is picked by the system, I have no control of which port*

> *number is selected. My problem is that our server will soon be placed*

> *behind the firewall, and with that >only certain preassigned port numbers*

> *will be available for both inbound and outbound communications. Because I*

> *may want to run multiple copies of remoted client from the same >machine at*

> *the same time, I can't hardcode the port number into the client. Is there a*

> *way to specify a range of "valid" port numbers for a client to choose from?*

> *And if not, is there >another approach that will allow to have multiple*

> *remoted clients running on the same node to receive callbacks from a server*

> *when a pool of available port numbers is restricted?*

>

> *An alternative as Sunny's approach would be to use a bi-directional channel*

> *such as the one provided by Genuine Channels: <http://www.genuinechannels.com>*

>

> *With this kind of channels, the channel that your client application uses to*

> *connect to the server is re-used by the server whenever he needs to call a*

> *callback function on the client (or send an event to the clients which is*

> *actually the same thing). In this way, all you will have to do is to*

> *configure your firewall to allow connections from wherever to your server*

> *machine on the port used by the server to expose your remoting objects.*

> *Exactly as if there was no callbacks or events involved...*

>

microsoft.public.dotnet.framework.remoting: Re: Callbacks to removed clients thru firewall

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