

microsoft.public.dotnet.framework.remoting: Re: YANQ (Yet another newbie Question)

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Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.remoting/2004-10/0166.html>

From: Sam Santiago (ssantiago_at_n0spam-SoftiTechure.com)

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Go to the QuickStart examples on GotDotNet:

<http://samples.gotdotnet.com/quickstart/howto/doc/remoting/mainfeatures.aspx>

Scroll to the bottom of most examples and click on the C++ link in the Latebreaking Samples area.

Also check out:

HOW TO: Create client access to a remote server by using Visual C++ .NET
<http://support.microsoft.com/default.aspx?scid=kb:en-us:818781>

and

HOW TO: Create a remote server by using Visual C++ .NET
<http://support.microsoft.com/kb/818780>

and here's an example that uses events, though not in C++, but it might help:

Remoting Chat Example

<http://support.microsoft.com/default.aspx?scid=kb:en-us:312114>

Good luck.

Thanks,

Sam

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Sam Santiago
ssantiago@n0spam-SoftiTechure.com
<http://www.SoftiTechure.com>

"Fireangel" <Fireangel@discussions.microsoft.com> wrote in message
news:FF0FAA90-F96B-4620-B118-A0D5DC9D7BA2@microsoft.com...

>
>

Re: YANQ (Yet another newbie Question)

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> First off. Is there ANY C++.net examples out there?? In my google
> experiance, I've hit alot of C# and some VB.net, but I'm doing C++.net.
I've
> tried to convert, but something always ends up broke and I don't know how
to
> fix it (Yet).
>
> This is from a conversion of a simple chat example from C#. I've got a
DLL
> project with just the chat base in it (Namespace ServerBase, __gc class
> ChatBase : Public System::MarshalByRefObject). I've got a Client project
> with just a form in it (Namespace RemoteClient, __gc class Form1). I've
also
> got a Server project with nothing but an int APIENTRY_tWinMain (ect).
>
> I can start up an object, and then connect to it remotely. But the
problem
> i'm having is that the client can't find assembly RemoteClient (Which is
the
> namespace and project name that its currently running inside). This
occures
> when the client tries add an event to a public delegate on the server.
> I've look a few pages back in here, and somebody mentioned that the DLL
> Project needs to have the Client class in it (An interface would work).
Is
> this the case?? I ask because even the C# example don't do this (atleast
> none that I've found). If I take out the Delegate stuff, it works (but
not
> the way I want, hence the delegates).
>
> I'm not using config files for this (probably my first mistake, but I'd
> rather do everything programatticaly).
>
> I've declare both sides to have a TypeFildterLevel::Full (Solved older
bug).
>
> If you want some specific code, i'm sure I can put some up here. It may
> help, it may not.
>
> Thanks you for any help
>
> GE
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