

## Re: Events in .Net Remoting

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.remoting/2005-07/msg00029.html>

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- *From:* [vsapre80@xxxxxxxxxx](mailto:vsapre80@xxxxxxxxxx)
  - *Date:* 6 Jul 2005 12:39:13 -0700
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Thanks for the reply. I think I have got the thing working...but with a different workarround.

I was already doing the same as suggested by you i.e. opening up a new channel for the callback to be sent on the client and also specifying that the client will allow callbacks to come on any open port (port:0).

My architecture was such:

(Client) <--- .Net Remoting ---> (Server)<----->(RemoteObject.dll)

to send an event, the server needs to know what is the type of event handler at the clients end. This might entail giving a reference of the client exe to the server, or worse copying the client where the server stays. To circumvent this, the article that I was using had suggested to have the the event handler at the client's end as a derived from another remotable class (which is itself derived from MarshalByRefObject) that has a virtual funtion, whose signature and return type matches that of the delegate set up for the event handling.

This virtual funtion is then implemented at the client side to do the event handling.

The deal here was that the base class (from which the event handler derives) must also be explicitly visible to the RemotableObject. Though it anyway lives in the RemoteObject.dll, it should be made visible by including the header file of that class.

After I did that...it started working fine.

I will post more questions as they come up. Thanks for the reply again...

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- *References:*

Re: Events in .Net Remoting

◆ **Events in .Net Remoting**

◇ From: vsapre80

◆ **Re: Events in .Net Remoting**

◇ From: Christopher Schipper

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