

# Re: Events in .Net Remoting

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.remoting/2005-07/msg00070.html>

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- *From:* [vsapre80@xxxxxxxxxx](mailto:vsapre80@xxxxxxxxxx)
  - *Date:* 11 Jul 2005 23:54:32 -0700
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Hi,

I am writing with respect to the Events in .Net Remoting that I had written about.

My .Net Remoting application had started, but now it is working intermittently...sometimes it works, and sometimes it doesn't. I have not been able to exactly reproduce or pinpoint why I am getting errors.

These days, the main error happens like this:

I start the server process on the remote machine, it configures the remoting channel to be used. Then I start a client process on native machine. Then I register a channel to be used for remoting, and also another channel for the callbacks..both on client side. The second channel uses a different port than the first one, and also the client side config file specifies port:0 to be used for listening to callbacks.

Then from the client, using the first channel, I request some strings from a remote object. This works fine, indicating that client-to-server requests are being answered correctly.

Then I force a method on the server end (through a GUI control on the server form) to raise an event, and send a call back to the client. Here I get an error which says: "The requested address is not valid in its context".

The callback has been implemented using a delegate, defined in the remote object. Also a event handler base class is defined in the remote object, and the client side event handler derives from this base class. It implements the base class's virtual method. These methods (virtual and implemented) match the signature and return type of the delegate.

I have not been able to find any specific documentation on this error files. This error turns out to be a general error in Windows Socket programming.

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Did you have this kind of an error?  
If yes, what did you do to get over it?

Also, can you suggest me a place where I can look how exceptions/errors are handled by applications that work on .Net Remoting?

Thanks in advance,  
It would be a great help if you could take time out to answer my questions.

Regards,  
Vishal

Christopher Schipper wrote:

```
> This is what I have found.  
>  
> You are getting that error message because you basically need to setup a  
> remoting 'server' on the client for the server to communicate back to your  
> application... The server side is throwing that because there are no ports  
> open on your client.  
>  
> In the example below the port = 0 is critical as .net somehow knows to use  
> that as the same tcp connection created while connecting to the server. Hope  
> this helps I searched for days to find it.  
>  
>  
> ... Server...  
> Dim serverProv As BinaryServerFormatterSinkProvider = New  
> BinaryServerFormatterSinkProvider  
>  
> serverProv.TypeFilterLevel =  
> Runtime.Serialization.Formatters.TypeFilterLevel.Full  
>  
> Dim Props As IDictionary = New Hashtable  
>  
> Props("name") = "SERVER"  
>  
> Props("port") = 5000  
>  
> ChannelServices.RegisterChannel(New TcpServerChannel(Props, serverProv))  
>  
> RemotingServices.Marshal( ROUTINE , "CHAT")  
>  
> ...Client...  
>  
> Dim serverProv As BinaryServerFormatterSinkProvider = New  
> BinaryServerFormatterSinkProvider  
>  
> serverProv.TypeFilterLevel =
```

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```
> Runtime.Serialization.Formatters.TypeFilterLevel.Full
>
> Dim clientProv As BinaryClientFormatterSinkProvider = New
> BinaryClientFormatterSinkProvider
>
> Dim Props As IDictionary = New Hashtable
>
> Props("name") = "CLIENT"
>
> Props("port") = 0
>
> ChannelServices.RegisterChannel(New TcpChannel(Props, clientProv,
> serverProv))
>
> OBJECT= Activator.GetObject(GetType(ChatServer),
> "tcp://localhost:5000/CHAT")
>
>
>
>
> <vsapre80@xxxxxxxx> wrote in message
> news:1120610599.035206.252900@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
>> Hi,
>>
>> I have read most of the mails that have been passed on this group about
>> handling events in a remoting app, however my question seems to be
>> different from them. Here's my question...
>>
>> I have a client-server application setup, which is working fine when
>> the client needs some functionality from a remotable object available
>> at the remote machine, and the server helps in getting the
>> functionality.
>>
>> However, when I try to send an event (which I did based on this
>> article: http://www.developer.com/net/cplus/article.php/3339611), I get
>> an exception on the server side which says:
>>
>> System.Net.Sockets.SocketException: A connection attempt failed because
>> the connected party did not properly System respond after a period of
>> time, or established connection failed because connected host has
>> failed to respond
>>
>> It seems as if the client application has died or something...however,
>> the regular client side requests still work fine.
>>
>>
>> Can anyone please help me here?
>>
>> Thanks and Best regards,
>> Vishal
>>
```

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```
>>
>>
>> Here's the Server Stack Trace
>> Server stack trace:
>> at System.Net.Sockets.Socket.Connect(EndPoint remoteEP)
>> at
>> System.Runtime.Remoting.Channels.RemoteConnection.CreateNewSocket()
>> at System.Runtime.Remoting.Channels.SocketCache.GetSocket(String
>> machineAndPort)
>> at
>> System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.SendRequestWithRetry(IMessage
>> msg, ITransportHeaders requestHeaders, Stream requestStream)
>>
>> at
>> System.Runtime.Remoting.Channels.Tcp.TcpClientTransportSink.ProcessMessage(IMessage
>> msg, ITransportHeaders requestHeaders, Stream requestStream,
>> ITransportHeaders& responseHeaders, Stream& responseStream)
>>
>> at
>> System.Runtime.Remoting.Channels.BinaryClientFormatterSink.SyncProcessMessage(IMessage
>> msg) Exception rethrown at [0]:
>> at
>> System.Runtime.Remoting.Proxies.RealProxy.HandleReturnMessage(IMessage
>> reqMsg, IMessage retMsg)
>> at
>> System.Runtime.Remoting.Proxies.RealProxy.PrivateInvoke(MessageData&
>> msgData, Int32 type)
>> at Greeting.RemoteHandlerBase.Alert(String s)
>> at RemoteAlert.Invoke(String str)
>> at Greeting.Greeter.raise_RemoteAlertEvent(String i1)
>> at Greeting.Greeter.Alert(String s)
>> at GreetingServer.Server.Alert_Click(Object sender, EventArgs e)
>> at System.Windows.Forms.Control.OnClick(EventArgs e)
>> at System.Windows.Forms.Button.OnClick(EventArgs e)
>> at System.Windows.Forms.Button.OnMouseUp(MouseEventArgs mevent)
>> at System.Windows.Forms.Control.WmMouseUp(Message& m, MouseButtons
>> button, Int32 clicks)
>> at System.Windows.Forms.Control.WndProc(Message& m)
>> at System.Windows.Forms.ButtonBase.WndProc(Message& m)
>> at System.Windows.Forms.Button.WndProc(Message& m)
>> at System.Windows.Forms.ControlNativeWindow.OnMessage(Message& m)
>> at System.Windows.Forms.ControlNativeWindow.WndProc(Message& m)
>> at System.Windows.Forms.NativeWindow.Callback(IntPtr hWnd, Int32
>> msg, IntPtr wparam, IntPtr lparam)
>>
```

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### • *Follow-Ups:*

Re: Events in .Net Remoting

- ◆ **Re: Events in .Net Remoting**  
◇ From: Roy Chastain

• **References:**

- ◆ **Events in .Net Remoting**  
◇ From: vsapre80
  - ◆ **Re: Events in .Net Remoting**  
◇ From: Christopher Schipper
- 
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