

# **.NET Remoting object unavailable in in-process dll**

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-06/msg03303.html>

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I have a server app which hosts a remote object, published via http. The app works fine as a self-standing .exe.

However, when I host the same code as a library .dll, the object is unavailable to clients. I can verify that the object is indeed published on <http://localhost:8080/object1uri> by viewing the location in my browser.

However, the client reports an error : Requested service not found (Remoting Exception)

Any issues around accessibility in in-process .dll's?

Jean-Pierre

Output from browser is as follows

```
System.ArgumentNullException: No message was deserialized prior to
calling the DispatchChannelSink. Parameter name: requestMsg at
System.Runtime.Remoting.Channels.DispatchChannelSink.ProcessMessage(ISer
verChannelSinkStack sinkStack, IMessage requestMsg, ITransportHeaders
requestHeaders, Stream requestStream, IMessage& responseMsg,
ITransportHeaders& responseHeaders, Stream& responseStream) at
System.Runtime.Remoting.Channels.BinaryServerFormatterSink.ProcessMessag
e(IServerChannelSinkStack sinkStack, IMessage requestMsg,
ITransportHeaders requestHeaders, Stream requestStream, IMessage&
responseMsg, ITransportHeaders& responseHeaders, Stream& responseStream)
at
System.Runtime.Remoting.Channels.SoapServerFormatterSink.ProcessMessage(
IServerChannelSinkStack sinkStack, IMessage requestMsg,
ITransportHeaders requestHeaders, Stream requestStream, IMessage&
responseMsg, ITransportHeaders& responseHeaders, Stream& responseStream)
at
System.Runtime.Remoting.MetadataServices.SdlChannelSink.ProcessMessage(I
ServerChannelSinkStack sinkStack, IMessage requestMsg, ITransportHeaders
```

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requestHeaders, Stream requestStream, IMessage& responseMsg,  
ITransportHeaders& responseHeaders, Stream& responseStream) at  
System.Runtime.Remoting.Channels.Http.HttpServerTransportSink.ServiceReq  
uest(Object state) at  
System.Runtime.Remoting.Channels.SocketHandler.ProcessRequestNow()

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