

Mentalis.org Proxy Documentation

Client Class

Specifies the basic methods and properties of a [Client](#) object. This is an abstract class and must be inherited.

For a list of all members of this type, see [Client Members](#).

[System.Object](#) **Client**

[Visual Basic]

```
MustInherit Public Class Client
    Implements IDisposable
```

[C#]

```
public abstract class Client : IDisposable
```

Remarks

The Client class provides an abstract base class that represents a connection to a local client and a remote server. Descendant classes further specify the protocol that is used between those two connections.

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client Members

Public Instance Constructors

Client	Overloaded. Initialize a new instance of the Client class.
------------------------	--

Public Instance Methods

Dispose	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts communication with the local client.
StartRelay	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this Client object.

Protected Instance Properties

Buffer	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer	Gets the buffer to store all the incoming data from the remote host.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Properties

ClientSocket	Gets or sets the Socket connection between the proxy server and the local client.
DestinationSocket	Gets or sets the Socket connection between the proxy server and the remote host.

Private Instance Fields

Destroyer	Holds the address of the method to call when this client is ready
---------------------------	---

	to be destroyed.
<u>m_Buffer</u>	Holds the value of the Buffer property.
<u>m_ClientSocket</u>	Holds the value of the ClientSocket property.
<u>m_DestinationSocket</u>	Holds the value of the DestinationSocket property.
<u>m_RemoteBuffer</u>	Holds the value of the RemoteBuffer property.

See Also

[Client Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Client

Initializes a new instance of the Client class.

Overload List

Initializes a new instance of the Client class.

[public Client\(Socket,DestroyDelegate\);](#)

Initializes a new instance of the Client object.

[public Client\(\);](#)

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client Constructor (Socket, DestroyDelegate)

Initializes a new instance of the Client class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal ClientSocket As System.Net.Sockets.S  
    ByVal Destroyer As Org.Mentalis.Proxy.Dest  
)
```

```
[C#]  
public Client(  
    Socket ClientSocket,  
    DestroyDelegate Destroyer  
) ;
```

Parameters

ClientSocket

The [System.Net.Sockets.Socket](#) connection between this proxy server and the local client.

Destroyer

The callback method to be called when this Client object disconnects from the local client and the remote server.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) |
[Client Constructor Overload List](#)

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Client Constructor ()

Initializes a new instance of the Client object.

[Visual Basic] Overloads Public Sub New()

[C#]
public Client();

Remarks

Both the ClientSocket property and the DestroyDelegate are initialized to null.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) |
[Client Constructor Overload List](#)

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Client Fields

The fields of the **Client** class are listed below. For a complete list of **Client** class members, see the [Client Members](#) topic.

Private Instance Fields

Destroyer	Holds the address of the method to call when this client is ready to be destroyed.
m_Buffer	Holds the value of the Buffer property.
m_ClientSocket	Holds the value of the ClientSocket property.
m_DestinationSocket	Holds the value of the DestinationSocket property.
m_RemoteBuffer	Holds the value of the RemoteBuffer property.

See Also

[Client Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.Destroyer Field

Holds the address of the method to call when this client is ready to be destroyed.

```
[Visual Basic]Private Destroyer As Org.Mentalis.Client.Destroyer
```

```
[C#]
```

```
private DestroyDelegate Destroyer;
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.m_Buffer Field

Holds the value of the Buffer property.

```
[Visual Basic]Private m_Buffer As Byte()
```

```
[C#]  
private byte[] m_Buffer;
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.m_ClientSocket Field

Holds the value of the ClientSocket property.

```
[Visual Basic]Private m_ClientSocket As System.
```

```
[C#]
private Socket m_ClientSocket;
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.m_DestinationSocket Field

Holds the value of the DestinationSocket property.

```
[Visual Basic]Private m_DestinationSocket As
```

```
[C#]
```

```
private Socket m_DestinationSocket;
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.m_RemoteBuffer Field

Holds the value of the RemoteBuffer property.

```
[Visual Basic]Private m_RemoteBuffer As Byte
```

```
[C#]
private byte[] m_RemoteBuffer;
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client Properties

The properties of the **Client** class are listed below. For a complete list of **Client** class members, see the [Client Members](#) topic.

Protected Instance Properties

Buffer	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer	Gets the buffer to store all the incoming data from the remote host.

Internal Instance Properties

ClientSocket	Gets or sets the Socket connection between the proxy server and the local client.
DestinationSocket	Gets or sets the Socket connection between the proxy server and the remote host.

See Also

[Client Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.Buffer Property

Gets the buffer to store all the incoming data from the local client.

[Visual Basic] **Protected Readonly Property Buffer As Byte()**

[C#]

```
protected byte[] Buffer {get;}
```

Property Value

An array of bytes that can be used to store all the incoming data from the local client.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) |
[RemoteBuffer](#)

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Client.ClientSocket Property

Gets or sets the Socket connection between the proxy server and the local client.

[Visual Basic] **Friend Property ClientSocket As**

[C#]
internal System.Net.Sockets.Socket ClientSocket

Property Value

A Socket instance defining the connection between the proxy server and the local client.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) |
[DestinationSocket](#)

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Client.DestinationSocket Property

Gets or sets the Socket connection between the proxy server and the remote host.

[Visual Basic] **Friend Property DestinationSocket**

[C#]
internal System.Net.Sockets.Socket DestinationSocket

Property Value

A Socket instance defining the connection between the proxy server and the remote host.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) |
[ClientSocket](#)

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Client.RemoteBuffer Property

Gets the buffer to store all the incoming data from the remote host.

[Visual Basic] **Protected Readonly Property RemoteBuffer As Byte()**

[C#]

```
protected byte[] RemoteBuffer {get;}
```

Property Value

An array of bytes that can be used to store all the incoming data from the remote host.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) | [Buffer](#)

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Client Methods

The methods of the **Client** class are listed below. For a complete list of **Client** class members, see the [Client Members](#) topic.

Public Instance Methods

Dispose	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts communication with the local client.
StartRelay	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this Client object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent	Called when we have sent data to the local client.

	When all the data has been sent, we will start receiving again from the remote host.
<u>OnRemoteReceive</u>	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
<u>OnRemoteSent</u>	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

See Also

[Client Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.Dispose Method

Disposes of the resources (other than memory) used by the Client.

```
[Visual Basic]NotOverridable Public Sub Disp
```

```
[C#]
public final void Dispose();
```

Remarks

Closes the connections with the local client and the remote host. Once `Dispose` has been called, this object should not be used anymore.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#) | [System.IDisposable](#)

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Client.OnClientReceive Method

Called when we have received data from the local client.
Incoming data will immediately be forwarded to the remote host.

```
[Visual Basic]
Protected Sub OnClientReceive(
    ByVal ar As System.IAsyncResult
)
```

```
[C#]
protected void OnClientReceive(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.OnClientSent Method

Called when we have sent data to the local client.
When all the data has been sent, we will start receiving again from the remote host.

```
[Visual Basic]
Protected Sub OnClientSent(
    ByVal ar As System.IAsyncResult)
```

```
[C#]
protected void OnClientSent(
    IAsyncResult ar)
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.OnRemoteReceive Method

Called when we have received data from the remote host.
Incoming data will immediately be forwarded to the local client.

```
[Visual Basic]
Protected Sub OnRemoteReceive(
    ByVal ar As System.IAsyncResult
)
```

```
[C#]
protected void OnRemoteReceive(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.OnRemoteSent Method

Called when we have sent data to the remote host.
When all the data has been sent, we will start receiving again from the local client.

```
[Visual Basic]
Protected Sub OnRemoteSent(
    ByVal ar As System.IAsyncResult)
```

```
[C#]
protected void OnRemoteSent(
    IAsyncResult ar);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.StartHandshake Method

Starts communication with the local client.

```
[Visual Basic]MustOverride Public Sub StartHandshake()
```

```
[C#]
```

```
public abstract void StartHandshake();
```

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.StartRelay Method

Starts relaying data between the remote host and the local client.

```
[Visual Basic]Public Sub StartRelay()
```

```
[C#]  
public void StartRelay();
```

Remarks

This method should only be called after all protocol specific communication has been finished.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Client.ToString Method

Returns text information about this Client object.

```
[Visual Basic]Overrides Public Function ToString() As String
```

```
[C#]
```

```
public override string ToString();
```

Return Value

A string representing this Client object.

See Also

[Client Class](#) | [Client Members](#) | [Org.Mentalis.Proxy Namespace](#)

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DestroyDelegate Delegate

References the callback method to be called when the [Client](#) object disconnects from the local client and the remote server.

```
[Visual Basic]Public Delegate Sub DestroyDelegate(
    ByVal client As Org.Mentalis.Proxy.Client
)
```

```
[C#]
public delegate void DestroyDelegate(
    Client client
);
```

Parameters

client

The [Client](#) that has closed its connections.

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[Org.Mentalis.Proxy Namespace](#)

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ListenEntry Structure

Represents an item in a Listeners collection.

For a list of all members of this type, see [ListenEntry Members](#).

[System.Object](#) [ValueType](#)

ListenEntry

[Visual Basic]

Public Structure ListenEntry

[C#]

public struct ListenEntry

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[ListenEntry Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ListenEntry Members

Public Instance Fields

guid	The Listener's ID. It must be unique throughout the Listeners collection.
listener	The Listener object.

Public Instance Methods

Equals	Determines whether the specified Object is equal to the current Object.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[ListenEntry Class](#) | [Org.Mentalis.Proxy Namespace](#)

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ListenEntry Fields

The fields of the **ListenEntry** class are listed below. For a complete list of **ListenEntry** class members, see the [ListenEntry Members](#) topic.

Public Instance Fields

guid	The Listener's ID. It must be unique throughout the Listeners collection.
listener	The Listener object.

See Also

[ListenEntry Class | Org.Mentalis.Proxy Namespace](#)

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ListenEntry.guid Field

The Listener's ID. It must be unique throughout the Listeners collection.

```
[Visual Basic] Public guid As System.Guid
```

```
[C#]  
public Guid guid;
```

See Also

[ListenEntry Class](#) | [ListenEntry Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ListenEntry.listener Field

The Listener object.

```
[Visual Basic] Public listener As Org.Mentalis.
```

```
[C#]  
public Listener listener;
```

See Also

[ListenEntry Class](#) | [ListenEntry Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ListenEntry Methods

The methods of the **ListenEntry** class are listed below. For a complete list of **ListenEntry** class members, see the [ListenEntry Members](#) topic.

Public Instance Methods

Equals	Determines whether the specified Object is equal to the current Object.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[ListenEntry Class | Org.Mentalis.Proxy Namespace](#)

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ListenEntry.Equals Method

Determines whether the specified Object is equal to the current Object.

```
[Visual Basic]Overrides Public Function Equals(  
    ByVal obj As Object  
) As Boolean
```

```
[C#]  
public override bool Equals(  
    object obj  
) ;
```

Parameters

obj

The Object to compare with the current Object.

Return Value

True if the specified Object is equal to the current Object; otherwise, false.

See Also

[ListenEntry Class](#) | [ListenEntry Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener Class

Specifies the basic methods and properties of a [Listener](#) object. This is an abstract class and must be inherited.

For a list of all members of this type, see [Listener Members](#).

[System.Object](#) **Listener**

[Visual Basic]

```
MustInherit Public Class Listener
    Implements IDisposable
```

[C#]

```
public abstract class Listener : IDisposable
```

Remarks

The Listener class provides an abstract base class that represents a listening socket of the proxy server. Descendant classes further specify the protocol that is used between those two connections.

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener Members

Public Static (Shared) Methods

GetLocalExternalIP	Returns an external IP address of this computer, if present.
GetLocalInternalIP	Returns an internal IP address of this computer, if present.

Protected Static (Shared) Methods

IsLocalIP	Checks whether the specified IP address is a local IP address or not.
IsRemoteIP	Checks whether the specified IP address is a remote IP address or not.

Public Instance Constructors

Listener Constructor	Initializes a new instance of the Listener class.
--------------------------------------	---

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed	Gets a value indicating whether the Listener has been disposed or not.
Listening	Gets a value indicating whether the Listener is currently listening or not.

Public Instance Methods

Dispose	Disposes of the resources (other
-------------------------	----------------------------------

	than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt	Returns the requested client from the client list.
GetClientCount	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Properties

Address	Gets or sets the address on which to listen on.
Clients	Gets the list of connected clients.
ListenSocket	Gets or sets the listening Socket.
Port	Gets or sets the port number on which to listen on.

Protected Instance Methods

AddClient	Adds the specified Client to the
---------------------------	----------------------------------

	client list.
Finalize	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient	Removes the specified Client from the client list.
Restart	Restarts listening on the selected IP address and port.

Private Instance Fields

m_Address	Holds the value of the Address property.
m_Clients	Holds the value of the Clients property.
m_IsDisposed	Holds the value of the IsDisposed property.
m_ListenSocket	Holds the value of the ListenSocket property.
m_Port	Holds the value of the Port property.

See Also

[Listener Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener Constructor

Initializes a new instance of the Listener class.

```
[Visual Basic]Public Sub New( _
    ByVal Port As Integer, _
    ByVal Address As System.Net.IPEndPoint _
)
```

```
[C#]
public Listener(
    int Port,
    IPAddress Address
);
```

Parameters

Port

The port to listen on.

Address

The address to listen on. You can specify IPAddress.Any to listen on all installed network cards.

Remarks

For the security of your server, try to avoid to listen on every network card (IPAddress.Any). Listening on a local IP address is usually sufficient and much more secure.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener Fields

The fields of the **Listener** class are listed below. For a complete list of **Listener** class members, see the [Listener Members](#) topic.

Private Instance Fields

<u>m_Address</u>	Holds the value of the Address property.
<u>m_Clients</u>	Holds the value of the Clients property.
<u>m_IsDisposed</u>	Holds the value of the IsDisposed property.
<u>m_ListenSocket</u>	Holds the value of the ListenSocket property.
<u>m_Port</u>	Holds the value of the Port property.

See Also

[Listener Class | Org.Mentalis.Proxy Namespace](#)

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Listener.m_Address Field

Holds the value of the Address property.

```
[Visual Basic]Private m_Address As System.Net.IPEndPoint
```

```
[C#]
```

```
private IPAddress m_Address;
```

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.m_Clients Field

Holds the value of the Clients property.

```
[Visual Basic]Private m_Clients As System.Collections.IList
```

```
[C#]
```

```
private ArrayList m_Clients;
```

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.m_IsDisposed Field

Holds the value of the IsDisposed property.

```
[Visual Basic] Private m_IsDisposed As Boolean
```

```
[C#]  
private bool m_IsDisposed;
```

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.m_ListenSocket Field

Holds the value of the ListenSocket property.

```
[Visual Basic]Private m_ListenSocket As System.
```

```
[C#]
```

```
private Socket m_ListenSocket;
```

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.m_Port Field

Holds the value of the Port property.

```
[Visual Basic]Private m_Port As Integer
```

```
[C#]
```

```
private int m_Port;
```

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener Properties

The properties of the **Listener** class are listed below. For a complete list of **Listener** class members, see the [Listener Members](#) topic.

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed	Gets a value indicating whether the Listener has been disposed or not.
Listening	Gets a value indicating whether the Listener is currently listening or not.

Protected Instance Properties

Address	Gets or sets the address on which to listen on.
Clients	Gets the list of connected clients.
ListenSocket	Gets or sets the listening Socket.
Port	Gets or sets the port number on which to listen on.

See Also

[Listener Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Address Property

Gets or sets the address on which to listen on.

[Visual Basic] **Protected Property Address As** [\[?\]](#)

[C#]

```
protected System.Net.IPEndPoint Address {get;
```

Property Value

An IPAddress instance defining the IP address to listen on.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#) | [Port](#)

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Listener.Clients Property

Gets the list of connected clients.

[Visual Basic] **Protected Readonly Property Clients As ArrayList**

[C#]
protected System.Collections.ArrayList Clients { get; }

Property Value

An instance of the ArrayList class that's used to store all the connections.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.ConstructString Property

Returns a string that holds all the construction information for this object.

```
[Visual Basic]MustOverride Public ReadOnly Property ConstructString() As String
```

```
[C#]
public string ConstructString {abstract get;}
```

Property Value

A string that holds all the construction information for this object.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.IsDisposed Property

Gets a value indicating whether the Listener has been disposed or not.

```
[Visual Basic]Public ReadOnly Property IsDispos
```

```
[C#]  
public bool IsDisposed {get;}
```

Property Value

An boolean that specifies whether the object has been disposed or not.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Listening Property

Gets a value indicating whether the Listener is currently listening or not.

[Visual Basic] **Public ReadOnly Property Listening As Boolean**

[C#]
public bool Listening {get;}

Property Value

A boolean that indicates whether the Listener is currently listening or not.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.ListenSocket Property

Gets or sets the listening Socket.

[Visual Basic] **Protected Property ListenSocket**

[C#]
protected System.Net.Sockets.Socket ListenSocket

Property Value

An instance of the `Socket` class that's used to listen for incoming connections.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Port Property

Gets or sets the port number on which to listen on.

[Visual Basic] **Protected Property Port As Integer**

[C#]

```
protected int Port {get; set;}
```

Property Value

An integer defining the port number to listen on.

Exceptions

Exception Type	Condition
System.ArgumentException	The specified value is less than or equal to zero.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#) | [Address](#)

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Listener Methods

The methods of the **Listener** class are listed below. For a complete list of **Listener** class members, see the [Listener Members](#) topic.

Public Static (Shared) Methods

GetLocalExternalIP	Returns an external IP address of this computer, if present.
GetLocalInternalIP	Returns an internal IP address of this computer, if present.

Protected Static (Shared) Methods

IsLocalIP	Checks whether the specified IP address is a local IP address or not.
IsRemoteIP	Checks whether the specified IP address is a remote IP address or not.

Public Instance Methods

Dispose	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt	Returns the requested client from the client list.
GetClientCount	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.

OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Methods

AddClient	Adds the specified Client to the client list.
Finalize	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient	Removes the specified Client from the client list.
Restart	Restarts listening on the selected IP address and port.

See Also

[Listener Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.AddClient Method

Adds the specified Client to the client list.

```
[Visual Basic]Protected Sub AddClient( _  
    ByVal client As Org.Mentalis.Proxy.Client  
)
```

```
[C#]  
protected void AddClient(  
    Client client  
) ;
```

Parameters

client

The client to add to the client list.

Remarks

A client will never be added twice to the list.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Dispose Method

Disposes of the resources (other than memory) used by the Listener.

```
[Visual Basic]NotOverridable Public Sub Dispose()
```

```
[C#]
```

```
public final void Dispose();
```

Remarks

Stops listening and disposes *all* the client objects. Once disposed, this object should not be used anymore.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#) | [System.IDisposable](#)

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Listener.Finalize Method

Finalizes the Listener.

```
[Visual Basic]Overrides Protected Sub Finalize()
```

```
[C#]
```

```
protected override void Finalize();
```

Remarks

The destructor calls the Dispose method.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.GetClientAt Method

Returns the requested client from the client list.

```
[Visual Basic]Public Function GetClientAt(  
    ByVal Index As Integer  
) As Org.Mentalis.Proxy.Client
```

```
[C#]  
public Client GetClientAt(  
    int Index  
) ;
```

Parameters

Index

The index of the requested client.

Return Value

The requested client.

Remarks

If the specified index is invalid, the GetClientAt method returns null.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.GetClientCount Method

Returns the number of clients in the client list.

[Visual Basic] **Public Function GetClientCount**

[C#]

```
public int GetClientCount();
```

Return Value

The number of connected clients.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.GetLocalExternalIP Method

Returns an external IP address of this computer, if present.

[Visual Basic] **Public Shared Function GetLocalExternalIP() As IPAddress**

[C#]

public static IPAddress GetLocalExternalIP()

Return Value

Returns an external IP address of this computer; if this computer does not have an external IP address, it returns the first local IP address it can find.

Remarks

If this computer does not have any configured IP address, this method returns the IP address 0.0.0.0.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.GetLocalInternalIP Method

Returns an internal IP address of this computer, if present.

```
[Visual Basic]Public Shared Function GetLoca
```

```
[C#]  
public static IPAddress GetLocalInternalIP()
```

Return Value

Returns an internal IP address of this computer; if this computer does not have an internal IP address, it returns the first local IP address it can find.

Remarks

If this computer does not have any configured IP address, this method returns the IP address 0.0.0.0.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.IsLocalIP Method

Checks whether the specified IP address is a local IP address or not.

```
[Visual Basic]Protected Shared Function IsLocalIP(  
    ByVal IP As System.Net.IPEndPoint  
) As Boolean
```

```
[C#]  
protected static bool IsLocalIP(  
    IPEndPoint IP  
);
```

Parameters

IP

The IP address to check.

Return Value

True if the specified IP address is a local address, false otherwise.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.IsRemoteIP Method

Checks whether the specified IP address is a remote IP address or not.

```
[Visual Basic]Protected Shared Function IsRemoteIP( _  
    ByVal IP As System.Net.IPEndPoint _  
) As Boolean
```

```
[C#]  
protected static bool IsRemoteIP(  
    IPAddress IP  
) ;
```

Parameters

IP

The IP address to check.

Return Value

True if the specified IP address is a remote address, false otherwise.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.OnAccept Method

Called when there's an incoming client connection waiting to be accepted.

```
[Visual Basic]MustOverride Public Sub OnAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
public abstract void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.RemoveClient Method

Removes the specified Client from the client list.

```
[Visual Basic]Protected Sub RemoveClient( _  
    ByVal client As Org.Mentalis.Proxy.Client  
)
```

```
[C#]  
protected void RemoveClient(  
    Client client  
) ;
```

Parameters

client

The client to remove from the client list.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Restart Method

Restarts listening on the selected IP address and port.

[Visual Basic] **Protected Sub Restart()**

[C#]
protected void Restart();

Remarks

This method is automatically called when the listening port or the listening IP address are changed.

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	There was an error while creating the listening socket.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.Start Method

Starts listening on the selected IP address and port.

```
[Visual Basic]Public Sub Start()
```

```
[C#]  
public void Start();
```

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	There was an error while creating the listening socket.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Listener.ToString Method

Returns a string representation of this object.

[Visual Basic] **MustOverride Public Function ToString() As String**

[C#]

```
public abstract string ToString();
```

Return Value

A string with information about this object.

See Also

[Listener Class](#) | [Listener Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Class

Defines the class that controls the settings and listener objects.

For a list of all members of this type, see [Proxy Members](#).

[System.Object](#) **Proxy**

```
[Visual Basic]  
Public Class Proxy
```

```
[C#]  
public class Proxy
```

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Members

Public Static (Shared) Methods

Main	Entry point of the application.
----------------------	---------------------------------

Public Instance Constructors

Proxy Constructor	Initializes a new Proxy instance.
-----------------------------------	-----------------------------------

Public Instance Methods

AddListener	Adds a listener to the Listeners list.
CreateListener	Creates a new Listener obejct from a given listener name and a given listener parameter string.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
Start	Starts a new Proxy server by reading the data from the configuration file and start listening on the specified ports.
Stop	Stops the proxy server.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Properties

Config	Gets or sets the configuration object for this Proxy server.
Listeners	Gets the collection that contains

	all the Listener objects.
StartTime	Gets or sets the date when this Proxy server was first started.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
ShowAddListener	Asks the user which listener to add.
ShowAddUser	Asks the user which username to add.
ShowDelListener	Asks the user which listener to delete.
ShowDelUser	Asks the user which username to delete.
ShowHelp	Shows a list of commands in the console.
ShowListeners	Shows the Listeners list.
ShowUpTime	Shows the uptime of this proxy server.
ShowUsers	Shows a list of usernames in the console.
ShowVersion	Shows the version number of this proxy server.

Internal Instance Properties

Item	Gets the Listener object at the specified position.
ListenerCount	Gets the number of Listener objects.

Private Instance Fields

<u>m_Config</u>	Holds the value of the Config property.
<u>m_Listeners</u>	Holds the value of the Listeners property.
<u>m_StartTime</u>	Holds the value of the StartTime property.

See Also

[Proxy Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Constructor

Initializes a new Proxy instance.

```
[Visual Basic]Public Sub New( _  
    ByVal file As String _  
)
```

```
[C#]  
public Proxy(  
    string file  
) ;
```

Parameters

file

The XML configuration file to use.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Fields

The fields of the **Proxy** class are listed below. For a complete list of **Proxy** class members, see the [Proxy Members](#) topic.

Private Instance Fields

<u>m_Config</u>	Holds the value of the Config property.
<u>m_Listeners</u>	Holds the value of the Listeners property.
<u>m_StartTime</u>	Holds the value of the StartTime property.

See Also

[Proxy Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.m_Config Field

Holds the value of the Config property.

```
[Visual Basic]Private m_Config As Org.Mentalis.ProxyConfig
```

```
[C#]
```

```
private ProxyConfig m_Config;
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.m_Listeners Field

Holds the value of the Listeners property.

```
[Visual Basic]Private m_Listeners As System..
```

```
[C#]
private ArrayList m_Listeners;
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.m_StartTime Field

Holds the value of the StartTime property.

```
[Visual Basic]Private m_StartTime As Date
```

```
[C#]  
private DateTime m_StartTime;
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Properties

The properties of the **Proxy** class are listed below. For a complete list of **Proxy** class members, see the [Proxy Members](#) topic.

Protected Instance Properties

Config	Gets or sets the configuration object for this Proxy server.
Listeners	Gets the collection that contains all the Listener objects.
StartTime	Gets or sets the date when this Proxy server was first started.

Internal Instance Properties

Item	Gets the Listener object at the specified position.
ListenerCount	Gets the number of Listener objects.

See Also

[Proxy Class | Org.Mentalis.Proxy Namespace](#)

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Proxy.Config Property

Gets or sets the configuration object for this Proxy server.

[Visual Basic] **Protected Property Config As [Object](#)**

[C#]

```
protected ProxyConfig Config {get; set;}
```

Property Value

A ProxyConfig instance that represents the configuration object for this Proxy server.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.Item Property

Gets the Listener object at the specified position.

```
[Visual Basic]Overridable Friend Default ReadOnly  
    ByVal index As Integer  
) As Org.Mentalis.Proxy.Listener
```

```
[C#]  
internal Listener this[  
    int index  
] {virtual get;}
```

Property Value

The Listener instance at position `index`.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ListenerCount Property

Gets the number of Listener objects.

[Visual Basic] **Friend Readonly Property ListenerCount As Integer**

[C#]

```
internal int ListenerCount {get;}
```

Property Value

An integer specifying the number of Listener objects.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.Listeners Property

Gets the collection that contains all the Listener objects.

[Visual Basic] **Protected Readonly Property Listener**

[C#]
protected System.Collections.ArrayList Listener

Property Value

An ArrayList object that contains all the Listener objects.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.StartTime Property

Gets or sets the date when this Proxy server was first started.

[Visual Basic] **Protected Property StartTime As Date**

[C#]
protected System.DateTime StartTime {get; set;}

Property Value

A DateTime structure that indicates when this Proxy server was first started.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy Methods

The methods of the **Proxy** class are listed below. For a complete list of **Proxy** class members, see the [Proxy Members](#) topic.

Public Static (Shared) Methods

Main	Entry point of the application.
----------------------	---------------------------------

Public Instance Methods

AddListener	Adds a listener to the Listeners list.
CreateListener	Creates a new Listener obejct from a given listener name and a given listener parameter string.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
Start	Starts a new Proxy server by reading the data from the configuration file and start listening on the specified ports.
Stop	Stops the proxy server.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

<u>ShowAddListener</u>	Asks the user which listener to add.
<u>ShowAddUser</u>	Asks the user which username to add.
<u>ShowDelListener</u>	Asks the user which listener to delete.
<u>ShowDelUser</u>	Asks the user which username to delete.
<u>ShowHelp</u>	Shows a list of commands in the console.
<u>ShowListeners</u>	Shows the Listeners list.
<u>ShowUpTime</u>	Shows the uptime of this proxy server.
<u>ShowUsers</u>	Shows a list of usernames in the console.
<u>ShowVersion</u>	Shows the version number of this proxy server.

See Also

[Proxy Class](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.AddListener Method

Adds a listener to the Listeners list.

```
[Visual Basic]Public Sub AddListener( _  
    ByVal newItem As Org.Mentalis.Proxy.Listener  
)
```

```
[C#]  
public void AddListener(  
    Listener newItem  
) ;
```

Parameters

newItem

The new Listener to add.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.CreateListener Method

Creates a new Listener object from a given listener name and a given listener parameter string.

```
[Visual Basic]Public Function CreateListener  
    ByVal type As String, _  
    ByVal cpars As String _  
) As Org.Mentalis.Proxy.Listener
```

```
[C#]  
public Listener CreateListener(  
    string type,  
    string cpars  
) ;
```

Parameters

type

cpars

Return Value

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.Main Method

Entry point of the application.

```
[Visual Basic] Public Shared Sub Main()
```

```
[C#]  
public static void Main();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowAddListener Method

Asks the user which listener to add.

[Visual Basic] **Protected Sub ShowAddListener(**

[C#]

protected void ShowAddListener();

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowAddUser Method

Asks the user which username to add.

```
[Visual Basic]Protected Sub ShowAddUser()
```

```
[C#]  
protected void ShowAddUser();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowDelListener Method

Asks the user which listener to delete.

```
[Visual Basic]Protected Sub ShowDelListener(
```

```
[C#]
```

```
protected void ShowDelListener();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowDelUser Method

Asks the user which username to delete.

```
[Visual Basic]Protected Sub ShowDelUser()
```

```
[C#]  
protected void ShowDelUser();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowHelp Method

Shows a list of commands in the console.

```
[Visual Basic]Protected Sub ShowHelp()
```

```
[C#]  
protected void ShowHelp();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowListeners Method

Shows the Listeners list.

```
[Visual Basic]Protected Sub ShowListeners()
```

```
[C#]  
protected void ShowListeners();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowUpTime Method

Shows the uptime of this proxy server.

```
[Visual Basic]Protected Sub ShowUpTime()
```

```
[C#]  
protected void ShowUpTime();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowUsers Method

Shows a list of usernames in the console.

```
[Visual Basic]Protected Sub ShowUsers()
```

```
[C#]  
protected void ShowUsers();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.ShowVersion Method

Shows the version number of this proxy server.

```
[Visual Basic]Protected Sub ShowVersion()
```

```
[C#]  
protected void ShowVersion();
```

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.Start Method

Starts a new Proxy server by reading the data from the configuration file and start listening on the specified ports.

[Visual Basic]**Public Sub Start()**

[C#]
public void Start();

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Proxy.Stop Method

Stops the proxy server.

```
[Visual Basic]Public Sub Stop()
```

```
[C#]  
public void Stop();
```

Remarks

When this method is called, all listener and client objects will be disposed.

See Also

[Proxy Class](#) | [Proxy Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig Class

Stores the configuration settings of this proxy server.

For a list of all members of this type, see [ProxyConfig Members](#).

[System.Object](#) **ProxyConfig**

[Visual Basic]

NotInheritable Public Class ProxyConfig

[C#]

public sealed class ProxyConfig

Requirements

Namespace: [Org.Mentalis.Proxy Namespace](#)

Assembly: Proxy.exe

See Also

[ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig Members

Public Instance Constructors

ProxyConfig Constructor	Initializes a new ProxyConfig instance.
---	---

Public Instance Properties

File	Gets the full path to the XML data file.
Parent	Gets the parent object of this ProxyConfig class.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
LoadData	Loads the data from an XML file.
ReadBytes	Reads a byte array from the settings section.
ReadInt	Overloaded. Reads an integer from the settings section.
ReadString	Overloaded. Reads a string from the settings section.
RemoveUser	Overloaded. Removes a user from the authentication list.
SaveData	Saves the data in this class to an XML file.
SaveSetting	Overloaded. Saves a string to the settings section.

SaveUserHash	Overloaded. Saves a username and password hash combination to the authentication list.
SaveUserPass	Overloaded. Saves a username and password combination to the authentication list.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Properties

UserList	Gets the userlist.
--------------------------	--------------------

Private Instance Fields

m_File	Holds the value of the File property.
m_Parent	Holds the value of the Parent property.
m_Settings	Holds the value of the Settings property.
m_UserList	Holds the value of the UserList property.

Private Instance Properties

Settings	Gets the dictionary that holds the settings.
--------------------------	--

Private Instance Methods

<u>LoadListeners</u>	Loads the listeners list from an XML file.
<u>LoadSettings</u>	Loads the settings from an XML file.
<u>LoadUsers</u>	Loads the userlist from an XML file.
<u>SaveListeners</u>	Saves the listeners to an XML writer.
<u>SaveSettings</u>	Saves the settings in this class to an XML writer.
<u>SaveUsers</u>	Saves the authentication list to an XML writer.

See Also

[ProxyConfig Class | Org.Mentalis.Proxy Namespace](#)

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ProxyConfig Constructor

Initializes a new ProxyConfig instance.

```
[Visual Basic]Public Sub New( _
    ByVal parent As Org.Mentalis.Proxy.Proxy, _
    ByVal file As String _
)
```

```
[C#]
public ProxyConfig(
    Proxy parent,
    string file
);
```

Parameters

parent

The parent of this ProxyCondif instance.

file

The XML file to read data from and store data to.

Exceptions

Exception Type	Condition
System.ArgumentNullException	<i>file</i> is null -or- <i>parent</i> is null.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig Fields

The fields of the **ProxyConfig** class are listed below. For a complete list of **ProxyConfig** class members, see the [ProxyConfig Members](#) topic.

Private Instance Fields

m_File	Holds the value of the File property.
m_Parent	Holds the value of the Parent property.
m_Settings	Holds the value of the Settings property.
m_UserList	Holds the value of the UserList property.

See Also

[ProxyConfig Class](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.m_File Field

Holds the value of the File property.

```
[Visual Basic]Private m_File As String
```

```
[C#]  
private string m_File;
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.m_Parent Field

Holds the value of the Parent property.

```
[Visual Basic]Private m_Parent As Org.Mentalis.Proxy
```

```
[C#]  
private Proxy m_Parent;
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.m_Settings Field

Holds the value of the Settings property.

```
[Visual Basic]Private m_Settings As System.Collections.S
```

```
[C#]
```

```
private System.Collections.StringDictionary m_Settings;
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.m_UserList Field

Holds the value of the UserList property.

```
[Visual Basic]Private m_UserList As Org.Mentalis.Proxy.AuthenticationList
```

```
[C#]
```

```
private AuthenticationList m_UserList;
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig Properties

The properties of the **ProxyConfig** class are listed below. For a complete list of **ProxyConfig** class members, see the [ProxyConfig Members](#) topic.

Public Instance Properties

File	Gets the full path to the XML data file.
Parent	Gets the parent object of this ProxyConfig class.

Internal Instance Properties

UserList	Gets the userlist.
--------------------------	--------------------

Private Instance Properties

Settings	Gets the dictionary that holds the settings.
--------------------------	--

See Also

[ProxyConfig Class](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.File Property

Gets the full path to the XML data file.

```
[Visual Basic]Public Readonly Property File As String
```

```
[C#]
public string File {get;}
```

Property Value

A String that holds the full path to the XML data file.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.Parent Property

Gets the parent object of this ProxyConfig class.

[Visual Basic] **Public Readonly Property Parent**

[C#]
public Proxy Parent {get;}

Property Value

An instance of the Proxy class.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.Settings Property

Gets the dictionary that holds the settings.

[Visual Basic] **Private ReadOnly Property Settings As StringDictionary**

[C#]

private System.Collections.Specialized.StringDictionary Settings { get; }

Property Value

An instance of the StringDictionary class that holds the settings.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.UserList Property

Gets the userlist.

```
[Visual Basic]Friend Readonly Property UserL
```

```
[C#]
```

```
internal Socks.Authentication.Authentication
```

Property Value

An instance of the AuthenticationList class that holds all the users and their corresponding password hashes.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig Methods

The methods of the **ProxyConfig** class are listed below. For a complete list of **ProxyConfig** class members, see the [ProxyConfig Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
LoadData	Loads the data from an XML file.
ReadBytes	Reads a byte array from the settings section.
ReadInt	Overloaded. Reads an integer from the settings section.
ReadString	Overloaded. Reads a string from the settings section.
RemoveUser	Overloaded. Removes a user from the authentication list.
SaveData	Saves the data in this class to an XML file.
SaveSetting	Overloaded. Saves a string to the settings section.
SaveUserHash	Overloaded. Saves a username and password hash combination to the authentication list.
SaveUserPass	Overloaded. Saves a username and password combination to the authentication list.

ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.
--	--

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Private Instance Methods

LoadListeners	Loads the listeners list from an XML file.
LoadSettings	Loads the settings from an XML file.
LoadUsers	Loads the userlist from an XML file.
SaveListeners	Saves the listeners to an XML writer.
SaveSettings	Saves the settings in this class to an XML writer.
SaveUsers	Saves the authentication list to an XML writer.

See Also

[ProxyConfig Class](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.LoadData Method

Loads the data from an XML file.

```
[Visual Basic] Public Sub LoadData()
```

```
[C#]  
public void LoadData();
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig.LoadListeners Method

Loads the listeners list from an XML file.

```
[Visual Basic]Private Sub LoadListeners( _  
    ByVal reader As System.Xml.XmlTextReader  
)
```

```
[C#]  
private void LoadListeners(  
    XmlTextReader reader  
) ;
```

Parameters

reader

The XML reader to read the users from.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.LoadSettings Method

Loads the settings from an XML file.

```
[Visual Basic]Private Sub LoadSettings( _  
    ByVal reader As System.Xml.XmlTextReader  
)
```

```
[C#]  
private void LoadSettings(  
    XmlTextReader reader  
) ;
```

Parameters

reader

The XML reader to read the settings from.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig.LoadUsers Method

Loads the userlist from an XML file.

```
[Visual Basic]Private Sub LoadUsers( _  
    ByVal reader As System.Xml.XmlTextReader  
)
```

```
[C#]  
private void LoadUsers(  
    XmlTextReader reader  
) ;
```

Parameters

reader

The XML reader to read the users from.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.ReadBytes Method

Reads a byte array from the settings section.

```
[Visual Basic]Public Function ReadBytes( _
    ByVal name As String _
) As Byte()
```

```
[C#]
public byte[] ReadBytes(
    string name
);
```

Parameters

name

The key to read from.

Return Value

The array of bytes that corresponds with the specified key, or `null` if the specified key was not found in the collection.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.ReadInt

Reads an integer from the settings section.

Overload List

Reads an integer from the settings section.

[public int ReadInt\(string\);](#)

Reads an integer from the settings section.

[public int ReadInt\(string,int\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.ReadInt Method (String)

Reads an integer from the settings section.

```
[Visual Basic]Overloads Public Function ReadInt(  
    ByVal name As String  
) As Integer
```

```
[C#]  
public int ReadInt(  
    string name  
);
```

Parameters

name

The key to read from.

Return Value

The integer that corresponds with the specified key, or 0 if the specified key was not found in the collection.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.ReadInt Overload List](#)

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ProxyConfig.ReadInt Method (String, Int32)

Reads an integer from the settings section.

```
[Visual Basic]Overloads Public Function ReadInt(  
    ByVal name As String, _  
    ByVal def As Integer _  
) As Integer
```

```
[C#]  
public int ReadInt(  
    string name,  
    int def  
) ;
```

Parameters

name

The key to read from.

def

The default integer to return.

Return Value

The integer that corresponds with the specified key, or *def* if the specified key was not found in the collection.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.ReadInt Overload List](#)

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ProxyConfig.ReadString

Reads a string from the settings section.

Overload List

Reads a string from the settings section.

[public string ReadString\(string\);](#)

Reads a string from the settings section.

[public string ReadString\(string,string\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.ReadString Method (String)

Reads a string from the settings section.

```
[Visual Basic]Overloads Public Function ReadString(  
    ByVal name As String  
) As String
```

```
[C#]  
public string ReadString(  
    string name  
);
```

Parameters

name

The key to read from.

Return Value

The string value that corresponds with the specified key, or an empty string if the specified key was not found in the collection.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.ReadString Overload List](#)

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ProxyConfig.ReadString Method (String, String)

Reads a string from the settings section.

```
[Visual Basic]Overloads Public Function ReadString(  
    ByVal name As String, _  
    ByVal def As String _  
) As String
```

```
[C#]  
public string ReadString(  
    string name,  
    string def  
) ;
```

Parameters

name

The key to read from.

def

The default string to return.

Return Value

The string value that corresponds with the specified key, or *def* if the specified key was not found in the collection.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.ReadString Overload List](#)

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ProxyConfig.RemoveUser

Removes a user from the authentication list.

Overload List

Removes a user from the authentication list.

[public void RemoveUser\(string\);](#)

Removes a user from the authentication list.

[public void RemoveUser\(string,bool\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig.RemoveUser Method (String)

Removes a user from the authentication list.

```
[Visual Basic]Overloads Public Sub RemoveUser(  
    ByVal user As String  
)
```

```
[C#]  
public void RemoveUser(  
    string user  
) ;
```

Parameters

user

The user to remove.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.RemoveUser Overload List](#)

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ProxyConfig.RemoveUser Method (String, Boolean)

Removes a user from the authentication list.

```
[Visual Basic]Overloads Public Sub RemoveUser(  
    ByVal user As String, _  
    ByVal save As Boolean _  
)
```

```
[C#]  
public void RemoveUser(  
    string user,  
    bool save  
) ;
```

Parameters

user

The user to remove.

save

True if the data has to be written to the XML file, false otherwise.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.RemoveUser Overload List](#)

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ProxyConfig.SaveData Method

Saves the data in this class to an XML file.

```
[Visual Basic] Public Sub SaveData()
```

```
[C#]  
public void SaveData();
```

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig.SaveListeners Method

Saves the listeners to an XML writer.

```
[Visual Basic]Private Sub SaveListeners( _  
    ByVal writer As System.Xml.XmlTextWriter  
)
```

```
[C#]  
private void SaveListeners(  
    XmlTextWriter writer  
) ;
```

Parameters

writer

The XML writer to save the users to.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Mentalis.org Proxy Documentation

ProxyConfig.SaveSetting

Saves an array of bytes to the settings section.

Overload List

Saves a string to the settings section.

[public void SaveSetting\(string,string\);](#)

Saves a string to the settings section.

[public void SaveSetting\(string,string,bool\);](#)

Saves an integer to the settings section.

[public void SaveSetting\(string,int\);](#)

Saves an integer to the settings section.

[public void SaveSetting\(string,int,bool\);](#)

Saves an array of bytes to the settings section.

[public void SaveSetting\(string,byte\[\]\);](#)

Saves an array of bytes to the settings section.

[public void SaveSetting\(string,byte\[\],bool\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.SaveSetting Method (String, Byte[])

Saves an array of bytes to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As Byte() _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    byte[] data  
) ;
```

Parameters

name

The key of the setting.

data

The byte data of the setting.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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ProxyConfig.SaveSetting Method (String, Byte[], Boolean)

Saves an array of bytes to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As Byte(), _  
    ByVal saveData As Boolean _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    byte[] data,  
    bool saveData  
) ;
```

Parameters

name

The key of the setting.

data

The byte data of the setting.

saveData

True if the data has to be written to the XML file, false otherwise.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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ProxyConfig.SaveSetting Method (String, Int32)

Saves an integer to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As Integer _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    int data  
) ;
```

Parameters

name

The key of the setting.

data

The integer data of the setting.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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Mentalis.org Proxy Documentation

ProxyConfig.SaveSetting Method (String, Int32, Boolean)

Saves an integer to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As Integer, _  
    ByVal saveData As Boolean _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    int data,  
    bool saveData  
) ;
```

Parameters

name

The key of the setting.

data

The integer data of the setting.

saveData

True if the data has to be written to the XML file, false otherwise.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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Mentalis.org Proxy Documentation

ProxyConfig.SaveSetting Method (String, String)

Saves a string to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As String _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    string data  
) ;
```

Parameters

name

The key of the setting.

data

The string data of the setting.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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ProxyConfig.SaveSetting Method (String, String, Boolean)

Saves a string to the settings section.

```
[Visual Basic]Overloads Public Sub SaveSetting(  
    ByVal name As String, _  
    ByVal data As String, _  
    ByVal saveData As Boolean _  
)
```

```
[C#]  
public void SaveSetting(  
    string name,  
    string data,  
    bool saveData  
) ;
```

Parameters

name

The key of the setting.

data

The string data of the setting.

saveData

True if the data has to be written to the XML file, false otherwise.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveSetting Overload List](#)

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ProxyConfig.SaveSettings Method

Saves the settings in this class to an XML writer.

```
[Visual Basic]Private Sub SaveSettings( _  
    ByVal writer As System.Xml.XmlTextWriter  
)
```

```
[C#]  
private void SaveSettings(  
    XmlTextWriter writer  
) ;
```

Parameters

writer

The XML writer to save the data to.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.SaveUserHash

Saves a username and password hash combination to the authentication list.

Overload List

Saves a username and password hash combination to the authentication list.

[public void SaveUserHash\(string,string\);](#)

Saves a username and password hash combination to the authentication list.

[public void SaveUserHash\(string,string,bool\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.SaveUserHash Method (String, String)

Saves a username and password hash combination to the authentication list.

```
[Visual Basic]Overloads Public Sub SaveUserHash(  
    ByVal username As String, _  
    ByVal passHash As String _  
)
```

```
[C#]  
public void SaveUserHash(  
    string username,  
    string passHash  
) ;
```

Parameters

username

The username to add.

passHash

The password hash to add.

Remarks

If the user already exists in the collection, the old password hash will be changed to the new one.

The username 'users' is invalid because it is used internally to store the usernames.

The password will *not* be hashed before it is stored in the authentication list. The user must make sure it is a valid MD5 hash.

Exceptions

Exception Type	Condition
System.ArgumentNullException	<i>username</i> is null -or- <i>passHash</i> is null.

[System.ArgumentException](#)

The specified username is invalid.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveUserHash Overload List](#)

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Mentalis.org Proxy Documentation

ProxyConfig.SaveUserHash Method (String, String, Boolean)

Saves a username and password hash combination to the authentication list.

```
[Visual Basic]Overloads Public Sub SaveUserHash(  
    ByVal username As String, _  
    ByVal passHash As String, _  
    ByVal saveData As Boolean _  
)
```

```
[C#]  
public void SaveUserHash(  
    string username,  
    string passHash,  
    bool saveData  
) ;
```

Parameters

username

The username to add.

passHash

The password hash to add.

saveData

True if the data has to be written to the XML file, false otherwise.

Remarks

If the user already exists in the collection, the old password hash will be changed to the new one.

The username 'users' is invalid because it is used internally to store the usernames.

The password will *not* be hashed before it is stored in the authentication list. The user must make sure it is a valid MD5 hash.

Exceptions

Exception Type	Condition
System.ArgumentNullException	username is null -or- passHash is null.
System.ArgumentException	The specified username is invalid.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveUserHash Overload List](#)

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ProxyConfig.SaveUserPass

Saves a username and password combination to the authentication list.

Overload List

Saves a username and password combination to the authentication list.

[public void SaveUserPass\(string,string\);](#)

Saves a username and password combination to the authentication list.

[public void SaveUserPass\(string,string,bool\);](#)

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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ProxyConfig.SaveUserPass Method (String, String)

Saves a username and password combination to the authentication list.

```
[Visual Basic]Overloads Public Sub SaveUserPass(  
    ByVal username As String, _  
    ByVal password As String _  
)
```

```
[C#]  
public void SaveUserPass(  
    string username,  
    string password  
) ;
```

Parameters

username

The username to add.

password

The password to add.

Remarks

If the user already exists in the collection, the old password will be changed to the new one.

The username 'users' is invalid because it is used internally to store the usernames.

Exceptions

Exception Type	Condition
System.ArgumentNullException	<i>username</i> is null -or- <i>password</i> is null.
System.ArgumentException	The specified username is invalid.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveUserPass Overload List](#)

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ProxyConfig.SaveUserPass Method (String, String, Boolean)

Saves a username and password combination to the authentication list.

```
[Visual Basic]Overloads Public Sub SaveUserPass(  
    ByVal username As String, _  
    ByVal password As String, _  
    ByVal saveData As Boolean _  
)
```

```
[C#]  
public void SaveUserPass(  
    string username,  
    string password,  
    bool saveData  
) ;
```

Parameters

username

The username to add.

password

The password to add.

saveData

True if the data has to be written to the XML file, false otherwise.

Remarks

If the user already exists in the collection, the old password will be changed to the new one.

The username 'users' is invalid because it is used internally to store the usernames.

The password will be hashed before it is stored in the authentication list.

Exceptions

Exception Type	Condition
System.ArgumentNullException	username is null -or- password is null.
System.ArgumentException	The specified username is invalid.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#) | [ProxyConfig.SaveUserPass Overload List](#)

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ProxyConfig.SaveUsers Method

Saves the authentication list to an XML writer.

```
[Visual Basic]Private Sub SaveUsers( _  
    ByVal writer As System.Xml.XmlTextWriter  
)
```

```
[C#]  
private void SaveUsers(  
    XmlTextWriter writer  
) ;
```

Parameters

writer

The XML writer to save the users to.

See Also

[ProxyConfig Class](#) | [ProxyConfig Members](#) | [Org.Mentalis.Proxy Namespace](#)

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Org.Mentalis.Proxy.Ftp Namespace

[Namespace hierarchy](#)

Classes

Class	Description
FtpClient	Relays FTP commands between a remote host and a local client.
FtpDataConnection	Relays FTP data between a remote host and a local client.
FtpListener	Listens on a specific port on the proxy server and forwards all incoming FTP traffic to the appropriate server.

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FtpClient Class

Relays FTP commands between a remote host and a local client.

For a list of all members of this type, see [FtpClient Members](#).

[System.Object](#) [Client](#)

FtpClient

[Visual Basic]

```
NotInheritable Public Class FtpClient
    Inherits Client
    Implements IDisposable
```

[C#]

```
public sealed class FtpClient : Client, IDisposable
```

Remarks

This class supports the 'OPEN' command, 'USER user@host:port' and 'USER user@host port'.

Requirements

Namespace: [Org.Mentalis.Proxy.Ftp Namespace](#)

Assembly: Proxy.exe

See Also

[FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient Members

Internal Static (Shared) Methods

IsValidCommand	Checks whether a specified command is a complete FTP command or not.
IsValidReply	Checks whether a specified reply is a complete FTP reply or not.

Public Instance Constructors

FtpClient Constructor	Initializes a new instance of the FtpClient class.
---------------------------------------	--

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Sends a welcome message to the client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this FtpClient object.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Properties

DataForward	Gets or sets the dataconnection object used to transmit files and
-----------------------------	---

other data from and to the FTP server.

Internal Instance Methods

SendCommand	Sends a string to the local FTP client.
-----------------------------	---

Private Instance Fields

m_DataForward	Holds the value of the DataForward property.
m_FtpCommand	Holds the value of the FtpCommand property.
m_FtpReply	Holds the value of the FtpReply property.
m_User	Holds the value of the User property.

Private Instance Properties

FtpCommand	Gets or sets a property that can be used to store the received FTP command.
FtpReply	Gets or sets a property that can be used to store the received FTP reply.
User	Gets or sets a string containing the logged on username.

Private Instance Methods

ConnectTo	Connects to the specified endpoint.
OnCommandSent	Called when an FTP command has been successfully sent to the FTP server.

<u>OnHelloSent</u>	Called when the welcome message has been sent to the client.
<u>OnIgnoreReply</u>	Called when we receive a reply from the FTP server that should be ignored.
<u>OnReceiveCommand</u>	Called when we have received some bytes from the client.
<u>OnRemoteConnected</u>	Called when we're connected to the remote FTP server.
<u>OnReplyReceived</u>	Called when we receive a reply from the FTP server.
<u>OnReplySent</u>	Called when the reply from the FTP server has been sent to the local FTP client.
<u>ParseIPPort</u>	Parses an IP address and port from a specified input string.
<u>ProcessCommand</u>	Processes an FTP command, sent from the client.
<u>ProcessPortCommand</u>	Processes a PORT command, sent from the client.

See Also

[FtpClient Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient Constructor

Initializes a new instance of the FtpClient class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientSocket As System.Net.Sockets.S
    ByVal Destroyer As Org.Mentalis.Proxy.Dest
)
```

```
[C#]
public FtpClient(
    Socket ClientSocket,
    DestroyDelegate Destroyer
);
```

Parameters

ClientSocket

The Socket connection between this proxy server and the local client.

Destroyer

The callback method to be called when this Client object disconnects from the local client and the remote server.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient Fields

The fields of the **FtpClient** class are listed below. For a complete list of **FtpClient** class members, see the [FtpClient Members](#) topic.

Private Instance Fields

<u>m_DataForward</u>	Holds the value of the DataForward property.
<u>m_FtpCommand</u>	Holds the value of the FtpCommand property.
<u>m_FtpReply</u>	Holds the value of the FtpReply property.
<u>m_User</u>	Holds the value of the User property.

See Also

[FtpClient Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.m_DataForward Field

Holds the value of the DataForward property.

```
[Visual Basic] Private m_DataForward As Org.Mentalis.Proxy.FtpDataConnection
```

```
[C#]
```

```
private FtpDataConnection m_DataForward;
```

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.m_FtpCommand Field

Holds the value of the FtpCommand property.

```
[Visual Basic] Private m_FtpCommand As String
```

```
[C#]  
private string m_FtpCommand;
```

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.m_FtpReply Field

Holds the value of the FtpReply property.

```
[Visual Basic]Private m_FtpReply As String
```

```
[C#]  
private string m_FtpReply;
```

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.m_User Field

Holds the value of the User property.

```
[Visual Basic] Private m_User As String
```

```
[C#]  
private string m_User;
```

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient Properties

The properties of the **FtpClient** class are listed below. For a complete list of **FtpClient** class members, see the [FtpClient Members](#) topic.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Internal Instance Properties

DataForward	Gets or sets the dataconnection object used to transmit files and other data from and to the FTP server.
-----------------------------	--

Private Instance Properties

FtpCommand	Gets or sets a property that can be used to store the received FTP command.
FtpReply	Gets or sets a property that can be used to store the received FTP reply.
User	Gets or sets a string containing the logged on username.

See Also

[FtpClient Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.DataForward Property

Gets or sets the dataconnection object used to transmit files and other data from and to the FTP server.

[Visual Basic] **Friend Property DataForward As**

[C#]

```
internal FtpDataConnection DataForward {get;
```

Property Value

An FtpDataConnection object that's used to transmit files and other data from and to the FTP server.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.FtpCommand Property

Gets or sets a property that can be used to store the received FTP command.

[Visual Basic] **Private Property FtpCommand As**

[C#]

```
private string FtpCommand {get; set;}
```

Property Value

A string that can be used to store the received FTP command.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.FtpReply Property

Gets or sets a property that can be used to store the received FTP reply.

[Visual Basic] **Private Property FtpReply As String**

[C#]

```
private string FtpReply {get; set;}
```

Property Value

A string that can be used to store the received FTP reply.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.User Property

Gets or sets a string containing the logged on username.

[Visual Basic] **Private Property User As String**

[C#]

```
private string User {get; set;}
```

Property Value

A string containing the logged on username.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient Methods

The methods of the **FtpClient** class are listed below. For a complete list of **FtpClient** class members, see the [FtpClient Members](#) topic.

Internal Static (Shared) Methods

IsValidCommand	Checks whether a specified command is a complete FTP command or not.
IsValidReply	Checks whether a specified reply is a complete FTP reply or not.

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Sends a welcome message to the client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this FtpClient object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
--	--

MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Methods

SendCommand	Sends a string to the local FTP client.
-----------------------------	---

Private Instance Methods

ConnectTo	Connects to the specified endpoint.
OnCommandSent	Called when an FTP command has been successfully sent to the FTP server.
OnHelloSent	Called when the welcome message has been sent to the client.

<u>OnIgnoreReply</u>	Called when we receive a reply from the FTP server that should be ignored.
<u>OnReceiveCommand</u>	Called when we have received some bytes from the client.
<u>OnRemoteConnected</u>	Called when we're connected to the remote FTP server.
<u>OnReplyReceived</u>	Called when we receive a reply from the FTP server.
<u>OnReplySent</u>	Called when the reply from the FTP server has been sent to the local FTP client.
<u>ParseIPPort</u>	Parses an IP address and port from a specified input string.
<u>ProcessCommand</u>	Processes an FTP command, sent from the client.
<u>ProcessPortCommand</u>	Processes a PORT command, sent from the client.

See Also

[FtpClient Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.ConnectTo Method

Connects to the specified endpoint.

```
[Visual Basic]Private Sub ConnectTo( _  
    ByVal RemoteServer As System.Net.IPEndPoint  
)
```

```
[C#]  
private void ConnectTo(  
    IPEndPoint RemoteServer  
) ;
```

Parameters

RemoteServer

The IPEndPoint to connect to.

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	There was an error connecting to the specified endpoint

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.IsValidCommand Method

Checks whether a specified command is a complete FTP command or not.

```
[Visual Basic]Friend Shared Function IsValidCommand(  
    ByVal Command As String  
) As Boolean
```

```
[C#]  
internal static bool IsValidCommand(  
    string Command  
) ;
```

Parameters

Command

A string containing the command to check.

Return Value

True if the command is complete, false otherwise.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.IsValidReply Method

Checks whether a specified reply is a complete FTP reply or not.

```
[Visual Basic]Friend Shared Function IsValidReply(  
    ByVal Input As String  
) As Boolean
```

```
[C#]  
internal static bool IsValidReply(  
    string Input  
) ;
```

Parameters

Input

A string containing the reply to check.

Return Value

True if the reply is complete, false otherwise.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnCommandSent Method

Called when an FTP command has been successfully sent to the FTP server.

```
[Visual Basic]Private Sub OnCommandSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnCommandSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnHelloSent Method

Called when the welcome message has been sent to the client.

```
[Visual Basic]Private Sub OnHelloSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnHelloSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnIgnoreReply Method

Called when we receive a reply from the FTP server that should be ignored.

```
[Visual Basic]Private Sub OnIgnoreReply( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnIgnoreReply(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnReceiveCommand Method

Called when we have received some bytes from the client.

```
[Visual Basic]Private Sub OnReceiveCommand(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnReceiveCommand(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnRemoteConnected Method

Called when we're connected to the remote FTP server.

```
[Visual Basic]Private Sub OnRemoteConnected(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnRemoteConnected(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnReplyReceived Method

Called when we receive a reply from the FTP server.

```
[Visual Basic]Private Sub OnReplyReceived(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnReplyReceived(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.OnReplySent Method

Called when the reply from the FTP server has been sent to the local FTP client.

```
[Visual Basic]Private Sub OnReplySent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnReplySent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.ParseIPPort Method

Parses an IP address and port from a specified input string.

```
[Visual Basic]Private Function ParseIPPort(  
    ByVal Input As String  
) As System.Net.IPEndPoint
```

```
[C#]  
private IPEndPoint ParseIPPort(  
    string Input  
) ;
```

Parameters

Input

The string to parse.

Return Value

An instance of the IPEndPoint class if successful, null otherwise.

Remarks

The input string is of the following form:

HOST:PORT

or

HOST PORT

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.ProcessCommand Method

Processes an FTP command, sent from the client.

```
[Visual Basic]Private Function ProcessCommand(  
    ByVal Command As String  
) As Boolean
```

```
[C#]  
private bool ProcessCommand(  
    string Command  
) ;
```

Parameters

Command

The command to process.

Return Value

True if the command may be sent to the server, false otherwise.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.ProcessPortCommand Method

Processes a PORT command, sent from the client.

```
[Visual Basic]Private Sub ProcessPortCommand  
    ByVal Input As String  
)
```

```
[C#]  
private void ProcessPortCommand(  
    string Input  
);
```

Parameters

Input

The parameters of the PORT command.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.SendCommand Method

Sends a string to the local FTP client.

```
[Visual Basic]Friend Sub SendCommand( _  
    ByVal Command As String _  
)
```

```
[C#]  
internal void SendCommand(  
    string Command  
) ;
```

Parameters

Command

The result of the asynchronous operation.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.StartHandshake Method

Sends a welcome message to the client.

```
[Visual Basic]Overrides Public Sub StartHandshake()
```

```
[C#]
```

```
public override void StartHandshake();
```

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpClient.ToString Method

Returns text information about this FtpClient object.

[Visual Basic] **Overrides Public Function ToString As String**

[C#]

```
public override string ToString();
```

Return Value

A string representing this FtpClient object.

See Also

[FtpClient Class](#) | [FtpClient Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Class

Relays FTP data between a remote host and a local client.

For a list of all members of this type, see [FtpDataConnection Members](#).

[System.Object](#) [Client](#)

FtpDataConnection

[Visual Basic]

```
NotInheritable Class FtpDataConnection  
    Inherits Client  
    Implements IDisposable
```

[C#]

```
sealed class FtpDataConnection : Client, IDisposable
```

Requirements

Namespace: [Org.Mentalis.Proxy.Ftp Namespace](#)

Assembly: Proxy.exe

See Also

[FtpDataConnection Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Members

Public Instance Constructors

FtpDataConnection Constructor	Initializes a new instance of the FtpDataConnection class.
---	--

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ProcessPasv	Called when the proxy server processes a PASV command.
ProcessPort	Initializes a new instance of the FtpDataConnection class.
StartHandshake	Starts relaying data between the remote FTP server and the local FTP client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString (inherited from Client)	Returns text information about this Client object.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
--	---

RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.
--	--

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Properties

ExpectsReply	Gets or sets a boolean value that indicates whether the FtpDataConnection expects a reply from the remote FTP server or not.
------------------------------	--

Internal Instance Methods

ProcessPasvReplyRecv	Called when the FtpClient receives a reply on the PASV command from the server.
--------------------------------------	---

Private Instance Fields

m_ExpectsReply	Holds the value of the ExpectsReply property.
m_FtpReply	Holds the value of the FtpReply property.
m_ListenSocket	Holds the value of the ListenSocket property.
m_Parent	Holds the value of the Parent property.

Private Instance Properties

FtpReply	Gets or sets a string that stores the reply that has been sent from the remote FTP server.
ListenSocket	Gets or sets the Socket that's used to listen for incoming connections.
Parent	Gets or sets the parent of this FtpDataConnection.

Private Instance Methods

OnPasvAccept	Called when there's a connection from the local FTP client waiting to be accepted.
OnPasvConnected	Called when we're connected to the data port of the remote FTP server.
OnPortAccept	Called when there's a

	connection from the remote FTP server waiting to be accepted.
OnPortConnected	Called when we're connected to the data port on the local FTP client.
ParsePasvIP	Parses a PASV reply into an instance of the IPEndPoint class.
ProcessPasvReply	Processes a PASV reply from the server.

See Also

[FtpDataConnection Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Constructor

Initializes a new instance of the FtpDataConnection class.

```
[Visual Basic] Public Sub New()
```

```
[C#]  
public FtpDataConnection();
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Fields

The fields of the **FtpDataConnection** class are listed below. For a complete list of **FtpDataConnection** class members, see the [FtpDataConnection Members](#) topic.

Private Instance Fields

m_ExpectsReply	Holds the value of the ExpectsReply property.
m_FtpReply	Holds the value of the FtpReply property.
m_ListenSocket	Holds the value of the ListenSocket property.
m_Parent	Holds the value of the Parent property.

See Also

[FtpDataConnection Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.m_ExpectReply Field

Holds the value of the ExpectReply property.

```
[Visual Basic] Private m_ExpectReply As Boolean
```

```
[C#]  
private bool m_ExpectReply;
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.m_FtpReply Field

Holds the value of the FtpReply property.

```
[Visual Basic]Private m_FtpReply As String
```

```
[C#]  
private string m_FtpReply;
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.m_ListenSocket Field

Holds the value of the ListenSocket property.

```
[Visual Basic]Private m_ListenSocket As System.
```

```
[C#]
private Socket m_ListenSocket;
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.m_Parent Field

Holds the value of the Parent property.

```
[Visual Basic]Private m_Parent As Org.Mentalis.Proxy.Ftp
```

```
[C#]
```

```
private FtpClient m_Parent;
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Properties

The properties of the **FtpDataConnection** class are listed below. For a complete list of **FtpDataConnection** class members, see the [FtpDataConnection Members](#) topic.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Internal Instance Properties

ExpectsReply	Gets or sets a boolean value that indicates whether the FtpDataConnection expects a reply from the remote FTP server or not.
------------------------------	--

Private Instance Properties

FtpReply	Gets or sets a string that stores the reply that has been sent from the remote FTP server.
ListenSocket	Gets or sets the Socket that's used to listen for incoming connections.
Parent	Gets or sets the parent of this FtpDataConnection.

See Also

[FtpDataConnection Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ExpectsReply Property

Gets or sets a boolean value that indicates whether the FtpDataConnection expects a reply from the remote FTP server or not.

```
[Visual Basic]Friend Property ExpectsReply As Boolean
```

```
[C#]
```

```
internal bool ExpectsReply {get; set;}
```

Property Value

A boolean value that indicates whether the FtpDataConnection expects a reply from the remote FTP server or not.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.FtpReply Property

Gets or sets a string that stores the reply that has been sent from the remote FTP server.

[Visual Basic] **Private Property FtpReply As String**

[C#]

```
private string FtpReply {get; set;}
```

Property Value

A string that stores the reply that has been sent from the remote FTP server.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ListenSocket Property

Gets or sets the Socket that's used to listen for incoming connections.

[Visual Basic] **Private Property ListenSocket** [

[C#]

private System.Net.Sockets.Socket ListenSocket

Property Value

A Socket that's used to listen for incoming connections.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.Parent Property

Gets or sets the parent of this FtpDataConnection.

[Visual Basic] **Private Property Parent As [Org](#)**

[C#]

```
private FtpClient Parent {get; set;}
```

Property Value

The FtpClient object that's the parent of this FtpDataConnection object.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection Methods

The methods of the **FtpDataConnection** class are listed below. For a complete list of **FtpDataConnection** class members, see the [FtpDataConnection Members](#) topic.

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ProcessPasv	Called when the proxy server processes a PASV command.
ProcessPort	Initializes a new instance of the FtpDataConnection class.
StartHandshake	Starts relaying data between the remote FTP server and the local FTP client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString (inherited from Client)	Returns text information about this Client object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Methods

ProcessPasvReplyRecv	Called when the FtpClient receives a reply on the PASV command from the server.
--------------------------------------	---

Private Instance Methods

OnPasvAccept	Called when there's a connection from the local FTP client waiting to be accepted.
OnPasvConnected	Called when we're connected to the data port of the remote FTP server.
OnPortAccept	Called when there's a connection from the remote FTP server waiting to be accepted.

<u>OnPortConnected</u>	Called when we're connected to the data port on the local FTP client.
<u>ParsePasvIP</u>	Parses a PASV reply into an instance of the IPPEndPoint class.
<u>ProcessPasvReply</u>	Processes a PASV reply from the server.

See Also

[FtpDataConnection Class](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.OnPasvAccept Method

Called when there's a connection from the local FTP client waiting to be accepted.

```
[Visual Basic]Private Sub OnPasvAccept( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnPasvAccept(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.OnPasvConnected Method

Called when we're connected to the data port of the remote FTP server.

```
[Visual Basic]Private Sub OnPasvConnected(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
private void OnPasvConnected(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.OnPortAccept Method

Called when there's a connection from the remote FTP server waiting to be accepted.

```
[Visual Basic]Private Sub OnPortAccept( _  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnPortAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.OnPortConnected Method

Called when we're connected to the data port on the local FTP client.

```
[Visual Basic]Private Sub OnPortConnected( _  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnPortConnected(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ParsePasvIP Method

Parses a PASV reply into an instance of the IPPEndPoint class.

```
[Visual Basic]Private Function ParsePasvIP(  
    ByVal Reply As String  
) As System.Net.IPEndPoint
```

```
[C#]  
private IPPEndPoint ParsePasvIP(  
    string Reply  
) ;
```

Parameters

Reply

The reply to parse into an IPPEndPoint.

Return Value

An instance of the IPPEndPoint class when successful, null otherwise.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ProcessPasv Method

Called when the proxy server processes a PASV command.

```
[Visual Basic]Public Sub ProcessPasv( _  
    ByVal Parent As Org.Mentalis.Proxy.Ftp.Ftp  
)
```

```
[C#]  
public void ProcessPasv(  
    FtpClient Parent  
) ;
```

Parameters

Parent

The parent FtpClient object.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ProcessPasvReply Method

Processes a PASV reply from the server.

```
[Visual Basic]Private Sub ProcessPasvReply(  
    ByVal Reply As String  
)
```

```
[C#]  
private void ProcessPasvReply(  
    string Reply  
) ;
```

Parameters

Reply

The reply to process.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ProcessPasvReplyRecv Method

Called when the FtpClient receives a reply on the PASV command from the server.

```
[Visual Basic]Friend Function ProcessPasvReplyRecv(  
    ByVal Input As String  
) As Boolean
```

```
[C#]  
internal bool ProcessPasvReplyRecv(  
    string Input  
);
```

Parameters

Input

The received reply.

Return Value

True if the input has been processed successfully, false otherwise.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.ProcessPort Method

Initializes a new instance of the FtpDataConnection class.

```
[Visual Basic]Public Function ProcessPort(  
    ByVal RemoteAddress As System.Net.IPEndPoint  
) As String
```

```
[C#]  
public string ProcessPort(  
    IPEndPoint RemoteAddress  
) ;
```

Parameters

RemoteAddress

The address on the local FTP client to connect to.

Return Value

The PORT command string to send to the FTP server.

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpDataConnection.StartHandshake Method

Starts relaying data between the remote FTP server and the local FTP client.

```
[Visual Basic]Overrides Public Sub StartHandshake()
```

```
[C#]
```

```
public override void StartHandshake();
```

See Also

[FtpDataConnection Class](#) | [FtpDataConnection Members](#) |
[Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener Class

Listens on a specific port on the proxy server and forwards all incoming FTP traffic to the appropriate server.

For a list of all members of this type, see [FtpListener Members](#).

[System.Object](#) [Listener](#)

FtpListener

[Visual Basic]

```
NotInheritable Public Class FtpListener
  Inherits Listener
  Implements IDisposable
```

[C#]

```
public sealed class FtpListener : Listener,
```

Requirements

Namespace: [Org.Mentalis.Proxy.Ftp Namespace](#)

Assembly: Proxy.exe

See Also

[FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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Mentalis.org Proxy Documentation

FtpListener Members

Public Instance Constructors

FtpListener	Overloaded. Initialize a new instance of the FtpListener class.
-----------------------------	---

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming

	client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[FtpListener Class | Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener

Initializes a new instance of the FtpListener class.

Overload List

Initializes a new instance of the FtpListener class.

[public FtpListener\(int\);](#)

Initializes a new instance of the FtpListener class.

[public FtpListener\(IPAddress,int\);](#)

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener Constructor (Int32)

Initializes a new instance of the FtpListener class.

```
[Visual Basic]Overloads Public Sub New( _
    ByVal Port As Integer _
)
```

```
[C#]
public FtpListener(
    int Port
);
```

Parameters

Port

The port to listen on.

Remarks

The FtpListener will start listening on all installed network cards.

Exceptions

Exception Type	Condition
System.ArgumentException	Port is not positive.

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#) | [FtpListener Constructor Overload List](#)

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FtpListener Constructor (IPAddress, Int32)

Initializes a new instance of the FtpListener class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPAddress, _  
    ByVal Port As Integer _  
)
```

```
[C#]  
public FtpListener(  
    IPAddress Address,  
    int Port  
) ;
```

Parameters

Address

The address to listen on. You can specify IPAddress.Any to listen on all installed network cards.

Port

The port to listen on.

Remarks

For the security of your server, try to avoid to listen on every network card (IPAddress.Any). Listening on a local IP address is usually sufficient and much more secure.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Address is null.
System.ArgumentException	Port is not positive.

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#) | [FtpListener Constructor Overload List](#)

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FtpListener Properties

The properties of the **FtpListener** class are listed below. For a complete list of **FtpListener** class members, see the [FtpListener Members](#) topic.

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

See Also

[FtpListener Class | Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener.ConstructString Property

Returns a string that holds all the construction information for this object.

```
[Visual Basic]Overrides Public ReadOnly Property ConstructString() As String
```

```
[C#]
public string ConstructString {override get; }
```

Property Value

A string that holds all the construction information for this object.

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener Methods

The methods of the **FtpListener** class are listed below. For a complete list of **FtpListener** class members, see the [FtpListener Members](#) topic.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.

<u>MemberwiseClone</u> (inherited from Object)	Select the method name to go to the Microsoft documentation.
<u>RemoveClient</u> (inherited from Listener)	Removes the specified Client from the client list.
<u>Restart</u> (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[FtpListener Class | Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener.OnAccept Method

Called when there's an incoming client connection waiting to be accepted.

```
[Visual Basic]Overrides Public Sub OnAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
public override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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FtpListener.ToString Method

Returns a string representation of this object.

[Visual Basic] **Overrides Public Function ToString As String**

[C#]
public override string ToString();

Return Value

A string with information about this object.

See Also

[FtpListener Class](#) | [FtpListener Members](#) | [Org.Mentalis.Proxy.Ftp Namespace](#)

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Mentalis.org Proxy Documentation

Org.Mentalis.Proxy.Http Namespace

[Namespace hierarchy](#)

Classes

Class	Description
HttpClient	Relays HTTP data between a remote host and a local client.
HttpListener	Listens on a specific port on the proxy server and forwards all incoming HTTP traffic to the appropriate server.

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HttpClient Class

Relays HTTP data between a remote host and a local client.

For a list of all members of this type, see [HttpClient Members](#).

[System.Object](#) [Client](#)

HttpClient

[Visual Basic]

```
NotInheritable Public Class HttpClient
    Inherits Client
    Implements IDisposable
```

[C#]

```
public sealed class HttpClient : Client, IDisposable
```

Remarks

This class supports both HTTP and HTTPS.

Requirements

Namespace: [Org.Mentalis.Proxy.Http Namespace](#)

Assembly: Proxy.exe

See Also

[HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient Members

Public Instance Constructors

HttpClient Constructor	Initializes a new instance of the HttpClient class.
--	---

Public Instance Properties

RequestedPath	Gets or sets the requested path.
-------------------------------	----------------------------------

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts receiving data from the client connection.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Overloaded. Returns text information about this HttpClient object.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from	Gets the buffer to store all the

Client)	incoming data from the remote host.
----------------	-------------------------------------

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Private Instance Fields

m_HeaderFields	Holds the value of the HeaderFields property.
m_HttpQuery	Holds the value of the HttpQuery property.
m_HttpRequestType	Holds the value of the HttpRequestType property.

m_HttpVersion	Holds the value of the HttpVersion property.
m_RequestedPath	Holds the value of the RequestedPath property.

Private Instance Properties

HeaderFields	Gets or sets a StringDictionary that stores the header fields.
HttpQuery	Gets or sets the query string, received from the client.
HttpRequestType	Gets or sets the HTTP request type.
HttpVersion	Gets or sets the HTTP version the client uses.

Private Instance Methods

IsValidQuery	Checks whether a specified string is a valid HTTP query string.
OnConnected	Called when we're connected to the requested remote host.
OnErrorSent	Called when the Bad Request error has been sent to the client.
OnOkSent	Called when an OK reply has been sent to the local client.
OnQuerySent	Called when the HTTP query has been sent to the remote host.
OnReceiveQuery	Called when we received some data from the client connection.
ParseQuery	Parses a specified HTTP query into its header fields.

<u>ProcessQuery</u>	Processes a specified query and connects to the requested HTTP web server.
<u>RebuildQuery</u>	Rebuilds the HTTP query, starting from the HttpRequestType, RequestedPath, HttpVersion and HeaderFields properties.
<u>SendBadRequest</u>	Sends a "400 - Bad Request" error to the client.

See Also

[HttpClient Class | Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient Constructor

Initializes a new instance of the HttpClient class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientSocket As System.Net.Sockets.S
    ByVal Destroyer As Org.Mentalis.Proxy.Dest
)
```

```
[C#]
public HttpClient(
    Socket ClientSocket,
    DestroyDelegate Destroyer
);
```

Parameters

ClientSocket

The [System.Net.Sockets.Socket](#) connection between this proxy server and the local client.

Destroyer

The callback method to be called when this Client object disconnects from the local client and the remote server.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient Fields

The fields of the **HttpClient** class are listed below. For a complete list of **HttpClient** class members, see the [HttpClient Members](#) topic.

Private Instance Fields

<u>m_HeaderFields</u>	Holds the value of the HeaderFields property.
<u>m_HttpQuery</u>	Holds the value of the HttpQuery property.
<u>m_HttpRequestType</u>	Holds the value of the HttpRequestType property.
<u>m_HttpVersion</u>	Holds the value of the HttpVersion property.
<u>m_RequestedPath</u>	Holds the value of the RequestedPath property.

See Also

[HttpClient Class](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.m_HeaderFields Field

Holds the value of the HeaderFields property.

```
[Visual Basic]Private m_HeaderFields As System.
```

```
[C#]
```

```
private StringDictionary m_HeaderFields;
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.m_HttpQuery Field

Holds the value of the `HttpQuery` property.

```
[Visual Basic]Private m_HttpQuery As String
```

```
[C#]  
private string m_HttpQuery;
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.m_HttpRequestType Field

Holds the value of the HttpRequestType property.

```
[Visual Basic]Private m_HttpRequestType As S:
```

```
[C#]
private string m_HttpRequestType;
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.m_HttpVersion Field

Holds the value of the `HttpVersion` property.

```
[Visual Basic]Private m_HttpVersion As String
```

```
[C#]  
private string m_HttpVersion;
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.m_RequestedPath Field

Holds the value of the RequestedPath property.

```
[Visual Basic] Private m_RequestedPath As String
```

```
[C#]
```

```
private string m_RequestedPath;
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient Properties

The properties of the **HttpClient** class are listed below. For a complete list of **HttpClient** class members, see the [HttpClient Members](#) topic.

Public Instance Properties

RequestedPath	Gets or sets the requested path.
-------------------------------	----------------------------------

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Private Instance Properties

HeaderFields	Gets or sets a StringDictionary that stores the header fields.
HttpQuery	Gets or sets the query string, received from the client.
HttpRequestType	Gets or sets the HTTP request type.
HttpVersion	Gets or sets the HTTP version the client uses.

See Also

[HttpClient Class](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.HeaderFields Property

Gets or sets a StringDictionary that stores the header fields.

[Visual Basic] **Private Property HeaderFields** [

[C#]

private System.Collections.Specialized.StringCollection HeaderFields

Property Value

A StringDictionary that stores the header fields.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.HttpQuery Property

Gets or sets the query string, received from the client.

[Visual Basic] **Private Property HttpQuery As** [\[?\]](#)

[C#]

```
private string HttpQuery {get; set;}
```

Property Value

A string representing the HTTP query string.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.HttpRequestMethod Property

Gets or sets the HTTP request type.

[Visual Basic] **Private Property** **HttpRequestTy**

[C#]

```
private string HttpRequestType {get; set;}
```

Property Value

A string representing the HTTP request type.

Remarks

Usually, this string is set to one of the three following values:

- GET
- POST
- CONNECT

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.HttpVersion Property

Gets or sets the HTTP version the client uses.

[Visual Basic] **Private Property** **HttpVersion** **As**

[C#]

```
private string HttpVersion {get; set;}
```

Property Value

A string representing the requested HTTP version.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.RequestedPath Property

Gets or sets the requested path.

[Visual Basic] **Public Property RequestedPath**

[C#]

```
public string RequestedPath {get; set;}
```

Property Value

A string representing the requested path.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient Methods

The methods of the **HttpClient** class are listed below. For a complete list of **HttpClient** class members, see the [HttpClient Members](#) topic.

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts receiving data from the client connection.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Overloaded. Returns text information about this HttpClient object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from	Called when we have sent data

Client)	to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Private Instance Methods

IsValidQuery	Checks whether a specified string is a valid HTTP query string.
OnConnected	Called when we're connected to the requested remote host.
OnErrorSent	Called when the Bad Request error has been sent to the client.
OnOkSent	Called when an OK reply has been sent to the local client.
OnQuerySent	Called when the HTTP query has been sent to the remote host.
OnReceiveQuery	Called when we received some data from the client connection.
ParseQuery	Parses a specified HTTP query into its header fields.
ProcessQuery	Processes a specified query and connects to the requested HTTP web server.

<u>RebuildQuery</u>	Rebuilds the HTTP query, starting from the HttpRequestType, RequestedPath, HttpVersion and HeaderFields properties.
<u>SendBadRequest</u>	Sends a "400 - Bad Request" error to the client.

See Also

[HttpClient Class | Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.IsValidQuery Method

Checks whether a specified string is a valid HTTP query string.

```
[Visual Basic]Private Function IsValidQuery(  
    ByVal Query As String _  
) As Boolean
```

```
[C#]  
private bool IsValidQuery(  
    string Query  
) ;
```

Parameters

Query

The query to check.

Return Value

True if the specified string is a valid HTTP query, false otherwise.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.OnConnected Method

Called when we're connected to the requested remote host.

```
[Visual Basic]Private Sub OnConnected( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnConnected(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.OnErrorSent Method

Called when the Bad Request error has been sent to the client.

```
[Visual Basic]Private Sub OnErrorSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnErrorSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.OnOkSent Method

Called when an OK reply has been sent to the local client.

```
[Visual Basic]Private Sub OnOkSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnOkSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.OnQuerySent Method

Called when the HTTP query has been sent to the remote host.

```
[Visual Basic]Private Sub OnQuerySent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnQuerySent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.OnReceiveQuery Method

Called when we received some data from the client connection.

```
[Visual Basic]Private Sub OnReceiveQuery( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnReceiveQuery(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.ParseQuery Method

Parses a specified HTTP query into its header fields.

```
[Visual Basic]Private Function ParseQuery( _  
    ByVal Query As String _  
) As System.Collections.Specialized.StringDi
```

```
[C#]  
private StringDictionary ParseQuery(  
    string Query  
) ;
```

Parameters

Query

The HTTP query string to parse.

Return Value

A StringDictionary object containing all the header fields with their data.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified query is null.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.ProcessQuery Method

Processes a specified query and connects to the requested HTTP web server.

```
[Visual Basic]Private Sub ProcessQuery( _  
    ByVal Query As String _  
)
```

```
[C#]  
private void ProcessQuery(  
    string Query  
);
```

Parameters

Query

A string containing the query to process.

Remarks

If there's an error while processing the HTTP request or when connecting to the remote server, the Proxy sends a "400 - Bad Request" error to the client.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.RebuildQuery Method

Rebuilds the HTTP query, starting from the HttpRequestType, RequestedPath, HttpVersion and HeaderFields properties.

[Visual Basic] **Private Function RebuildQuery(**

[C#]

```
private string RebuildQuery();
```

Return Value

A string representing the rebuilt HTTP query string.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.SendBadRequest Method

Sends a "400 - Bad Request" error to the client.

```
[Visual Basic]Private Sub SendBadRequest()
```

```
[C#]
private void SendBadRequest();
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.StartHandshake Method

Starts receiving data from the client connection.

```
[Visual Basic]Overrides Public Sub StartHandshake()
```

```
[C#]
```

```
public override void StartHandshake();
```

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpClient.ToString

Returns text information about this HttpClient object.

Overload List

Returns text information about this HttpClient object.

[public override string ToString\(\);](#)

Returns text information about this HttpClient object.

[public string ToString\(bool\);](#)

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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Mentalis.org Proxy Documentation

HttpClient.ToString Method ()

Returns text information about this HttpClient object.

[Visual Basic] **Overrides Overloads Public Function ToString() As String**

[C#]

```
public override string ToString();
```

Return Value

A string representing this HttpClient object.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#) | [HttpClient.ToString Overload List](#)

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HttpClient.ToString Method (Boolean)

Returns text information about this HttpClient object.

```
[Visual Basic]Overloads Public Function ToString(  
    ByVal WithUrl As Boolean  
) As String
```

```
[C#]  
public string ToString(  
    bool WithUrl  
) ;
```

Parameters

WithUrl

Specifies whether or not to include information about the requested URL.

Return Value

A string representing this HttpClient object.

See Also

[HttpClient Class](#) | [HttpClient Members](#) | [Org.Mentalis.Proxy.Http Namespace](#) | [HttpClient.ToString Overload List](#)

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Mentalis.org Proxy Documentation

HttpListener Class

Listens on a specific port on the proxy server and forwards all incoming HTTP traffic to the appropriate server.

For a list of all members of this type, see [HttpListener Members](#).

[System.Object](#) [Listener](#)

HttpListener

[Visual Basic]

```
NotInheritable Public Class HttpListener
    Inherits Listener
    Implements IDisposable
```

[C#]

```
public sealed class HttpListener : Listener,
```

Requirements

Namespace: [Org.Mentalis.Proxy.Http Namespace](#)

Assembly: Proxy.exe

See Also

[HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener Members

Public Instance Constructors

HttpListener	Overloaded. Initialize a new instance of the <code>HttpListener</code> class.
------------------------------	---

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming

	client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[HttpListener Class | Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener

Initializes a new instance of the `HttpListener` class.

Overload List

Initializes a new instance of the `HttpListener` class.

[public HttpListener\(int\);](#)

Initializes a new instance of the `HttpListener` class.

[public HttpListener\(IPAddress,int\);](#)

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener Constructor (Int32)

Initializes a new instance of the `HttpListener` class.

```
[Visual Basic]Overloads Public Sub New( _
    ByVal Port As Integer _
)
```

```
[C#]
public HttpListener(
    int Port
);
```

Parameters

Port

The port to listen on.

Remarks

The `HttpListener` will start listening on all installed network cards.

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#) | [HttpListener Constructor Overload List](#)

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HttpListener Constructor (IPAddress, Int32)

Initializes a new instance of the `HttpListener` class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPEndPoint, _  
    ByVal Port As Integer _  
)
```

```
[C#]  
public HttpListener(  
    IPAddress Address,  
    int Port  
) ;
```

Parameters

Address

The address to listen on. You can specify `IPAddress.Any` to listen on all installed network cards.

Port

The port to listen on.

Remarks

For the security of your server, try to avoid to listen on every network card (`IPAddress.Any`). Listening on a local IP address is usually sufficient and much more secure.

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#) | [HttpListener Constructor Overload List](#)

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Mentalis.org Proxy Documentation

HttpListener Properties

The properties of the **HttpListener** class are listed below. For a complete list of **HttpListener** class members, see the [HttpListener Members](#) topic.

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

See Also

[HttpListener Class](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener ConstructString Property

Returns a string that holds all the construction information for this object.

[Visual Basic] **Overrides Public ReadOnly Property**

[C#]
public string ConstructString {override get; }

Property Value

A string that holds all the construction information for this object.

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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Mentalis.org Proxy Documentation

HttpListener Methods

The methods of the **HttpListener** class are listed below. For a complete list of **HttpListener** class members, see the [HttpListener Members](#) topic.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.

MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[HttpListener Class | Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener.OnAccept Method

Called when there's an incoming client connection waiting to be accepted.

```
[Visual Basic]Overrides Public Sub OnAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
public override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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HttpListener.ToString Method

Returns a string representation of this object.

[Visual Basic] **Overrides Public Function ToString As String**

[C#]
public override string ToString();

Return Value

A string with information about this object.

See Also

[HttpListener Class](#) | [HttpListener Members](#) | [Org.Mentalis.Proxy.Http Namespace](#)

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Mentalis.org Proxy Documentation

Org.Mentalis.Proxy.PortMap Namespace

[Namespace hierarchy](#)

Classes

Class	Description
PortMapClient	Relays data between a remote host and a local client.
PortMapListener	Listens on a specific port on the proxy server and forwards all incoming data to a specific port on another server.

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PortMapClient Class

Relays data between a remote host and a local client.

For a list of all members of this type, see [PortMapClient Members](#).

[System.Object](#) [Client](#)

PortMapClient

[Visual Basic]

```
NotInheritable Public Class PortMapClient
    Inherits Client
    Implements IDisposable
```

[C#]

```
public sealed class PortMapClient : Client, :
```

Requirements

Namespace: [Org.Mentalis.Proxy.PortMap Namespace](#)

Assembly: Proxy.exe

See Also

[PortMapClient Members](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient Members

Public Instance Constructors

PortMapClient Constructor	Initializes a new instance of the PortMapClient class.
---	--

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts connecting to the remote host.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this PortMapClient object.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Private Instance Fields

m_MapTo	Holds the value of the MapTo property.
-------------------------	--

Private Instance Properties

MapTo	Gets or sets the IP EndPoint to map all incoming traffic to.
-----------------------	--

Private Instance Methods

OnConnected	Called when the socket is connected to the remote host.
-----------------------------	---

See Also

[PortMapClient Class | Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient Constructor

Initializes a new instance of the PortMapClient class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientSocket As System.Net.Sockets.S
    ByVal Destroyer As Org.Mentalis.Proxy.Dest
    ByVal MapTo As System.Net.IPEndPoint _)
)
```

```
[C#]
public PortMapClient(
    Socket ClientSocket,
    DestroyDelegate Destroyer,
    IPEndPoint MapTo
);
```

Parameters

ClientSocket

The [System.Net.Sockets.Socket](#) connection between this proxy server and the local client.

Destroyer

The callback method to be called when this Client object disconnects from the local client and the remote server.

MapTo

The IP EndPoint to send the incoming data to.

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient Fields

The fields of the **PortMapClient** class are listed below. For a complete list of **PortMapClient** class members, see the [PortMapClient Members](#) topic.

Private Instance Fields

m_MapTo	Holds the value of the MapTo property.
-------------------------	--

See Also

[PortMapClient Class | Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient.m_MapTo Field

Holds the value of the MapTo property.

```
[Visual Basic]Private m_MapTo As System.Net.IPEndPoint
```

```
[C#]  
private IPEndPoint m_MapTo;
```

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient Properties

The properties of the **PortMapClient** class are listed below. For a complete list of **PortMapClient** class members, see the [PortMapClient Members](#) topic.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Private Instance Properties

MapTo	Gets or sets the IP EndPoint to map all incoming traffic to.
-----------------------	--

See Also

[PortMapClient Class | Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient.MapTo Property

Gets or sets the IPEndPoint to map all incoming traffic to.

[Visual Basic] **Private Property MapTo As System.IPEndPoint**

[C#]

```
private System.Net.IPEndPoint MapTo {get; set;}
```

Property Value

An IPEndPoint that holds the IP address and port to use when redirecting incoming traffic.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient Methods

The methods of the **PortMapClient** class are listed below. For a complete list of **PortMapClient** class members, see the [PortMapClient Members](#) topic.

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts connecting to the remote host.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this PortMapClient object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from	Called when we have sent data

Client)	to the local client. When all the data has been sent, we will start receiving again from the remote host.
<u>OnRemoteReceive</u> (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
<u>OnRemoteSent</u> (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Private Instance Methods

<u>OnConnected</u>	Called when the socket is connected to the remote host.
------------------------------------	---

See Also

[PortMapClient Class | Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient.OnConnected Method

Called when the socket is connected to the remote host.

```
[Visual Basic]Private Sub OnConnected( _  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnConnected(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

Remarks

When the socket is connected to the remote host, the PortMapClient begins relaying traffic between the host and the client, until one of them closes the connection.

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient.StartHandshake Method

Starts connecting to the remote host.

```
[Visual Basic]Overrides Public Sub StartHandshake()
```

```
[C#]
```

```
public override void StartHandshake();
```

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapClient.ToString Method

Returns text information about this PortMapClient object.

[Visual Basic] **Overrides Public Function ToString**

[C#]
public override string ToString();

Return Value

A string representing this PortMapClient object.

See Also

[PortMapClient Class](#) | [PortMapClient Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener Class

Listens on a specific port on the proxy server and forwards all incoming data to a specific port on another server.

For a list of all members of this type, see [PortMapListener Members](#).

[System.Object](#) [Listener](#)

PortMapListener

[Visual Basic]

```
NotInheritable Public Class PortMapListener
  Inherits Listener
  Implements IDisposable
```

[C#]

```
public sealed class PortMapListener : Listener
```

Requirements

Namespace: [Org.Mentalis.Proxy.PortMap Namespace](#)

Assembly: Proxy.exe

See Also

[PortMapListener Members](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener Members

Public Instance Constructors

PortMapListener	Overloaded. Initialize a new instance of the PortMapListener class.
---------------------------------	---

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming

	client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

Private Instance Fields

m_MapTo	Holds the value of the MapTo property.
-------------------------	--

Private Instance Properties

<u>MapTo</u>	Gets or sets the IP EndPoint to map all incoming traffic to.
------------------------------	--

See Also

[PortMapListener Class](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener

Initializes a new instance of the PortMapListener class.

Overload List

Initializes a new instance of the PortMapListener class.

[public PortMapListener\(int,IPEndPoint\);](#)

Initializes a new instance of the PortMapListener class.

[public PortMapListener\(IPAddress,int,IPEndPoint\);](#)

Initializes a new instance of the PortMapListener class.

[public PortMapListener\(IPAddress,int,IPAddress,int\);](#)

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener Constructor (Int32, IPEndPoint)

Initializes a new instance of the PortMapListener class.

```
[Visual Basic]Overloads Public Sub New( _
    ByVal Port As Integer, _
    ByVal MapToIP As System.Net.IPEndPoint _
)
```

```
[C#]
public PortMapListener(
    int Port,
    IPEndPoint MapToIP
);
```

Parameters

Port

The port to listen on.

MapToIP

The address to forward to.

Remarks

The object will listen on all network addresses on the computer.

Exceptions

Exception Type	Condition
System.ArgumentException	<i>Port</i> is not positive.
System.ArgumentNullException	<i>MapToIP</i> is null.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#) | [PortMapListener Constructor Overload List](#)

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PortMapListener Constructor (IPAddress, Int32, IPEndPoint)

Initializes a new instance of the PortMapListener class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPEndPoint, _  
    ByVal Port As Integer, _  
    ByVal MapToIP As System.Net.IPEndPoint _  
)
```

```
[C#]  
public PortMapListener(  
    IPAddress Address,  
    int Port,  
    IPEndPoint MapToIP  
) ;
```

Parameters

Address

The network address to listen on.

Port

The port to listen on.

MapToIP

The address to forward to.

Remarks

For security reasons, *Address* should not be `IPAddress.Any`.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Address or <i>MapToIP</i> is null.
System.ArgumentException	Port is not positive.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#) | [PortMapListener
Constructor Overload List](#)

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PortMapListener Constructor (IPAddress, Int32, IPAddress, Int32)

Initializes a new instance of the PortMapListener class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPAddress, _  
    ByVal Port As Integer, _  
    ByVal MapToAddress As System.Net.IPAddress  
    ByVal MapToPort As Integer _  
)
```

```
[C#]  
public PortMapListener(  
    IPAddress Address,  
    int Port,  
    IPAddress MapToAddress,  
    int MapToPort  
) ;
```

Parameters

Address

The network address to listen on.

Port

The port to listen on.

MapToAddress

The IP address to forward to.

MapToPort

The port to forward to.

Remarks

For security reasons, Address should not be IPAddress.Any.

Exceptions

Exception Type	Condition
----------------	-----------

System.ArgumentNullException	Address or MapToAddress is null.
System.ArgumentException	Port or MapToPort is invalid.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#) | [PortMapListener Constructor Overload List](#)

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PortMapListener Fields

The fields of the **PortMapListener** class are listed below. For a complete list of **PortMapListener** class members, see the [PortMapListener Members](#) topic.

Private Instance Fields

m_MapTo	Holds the value of the MapTo property.
-------------------------	--

See Also

[PortMapListener Class](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener.m_MapTo Field

Holds the value of the MapTo property.

```
[Visual Basic] Private m_MapTo As System.Net.IPEndPoint
```

```
[C#]  
private IPEndPoint m_MapTo;
```

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener Properties

The properties of the **PortMapListener** class are listed below. For a complete list of **PortMapListener** class members, see the [PortMapListener Members](#) topic.

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Private Instance Properties

MapTo	Gets or sets the IP EndPoint to map all incoming traffic to.
-----------------------	--

See Also

[PortMapListener Class](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener.ConstructString Property

Returns a string that holds all the construction information for this object.

```
[Visual Basic]Overrides Public ReadOnly Property ConstructString() As String
```

```
[C#]
public string ConstructString {override get; }
```

Property Value

A string that holds all the construction information for this object.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener.MapTo Property

Gets or sets the IPEndPoint to map all incoming traffic to.

[Visual Basic] **Private Property MapTo As System.IPEndPoint**

[C#]

```
private System.Net.IPEndPoint MapTo {get; set;}
```

Property Value

An IPEndPoint that holds the IP address and port to use when redirecting incoming traffic.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener Methods

The methods of the **PortMapListener** class are listed below. For a complete list of **PortMapListener** class members, see the [PortMapListener Members](#) topic.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.

MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[PortMapListener Class](#) | [Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener.OnAccept Method

Called when there's an incoming client connection waiting to be accepted.

```
[Visual Basic]Overrides Public Sub OnAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
public override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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PortMapListener.ToString Method

Returns a string representation of this object.

[Visual Basic] **Overrides Public Function ToString()**

[C#]

```
public override string ToString();
```

Return Value

A string with information about this object.

See Also

[PortMapListener Class](#) | [PortMapListener Members](#) |
[Org.Mentalis.Proxy.PortMap Namespace](#)

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Mentalis.org Proxy Documentation

Org.Mentalis.Proxy.Socks Namespace

[Namespace hierarchy](#)

Classes

Class	Description
Socks4Handler	Implements the SOCKS4 and SOCKS4a protocols.
Socks5Handler	Implements the SOCKS5 protocol.
SocksClient	Relays data between a remote host and a local client, using the SOCKS protocols.
SocksHandler	Implements a specific version of the SOCKS protocol.
SocksListener	Listens on a specific port on the proxy server for incoming SOCKS4 and SOCKS5 requests.

Delegates

Delegate	Description
NegotiationCompleteDelegate	Defines the signature of the method that's called when the SOCKS negotiation is complete.

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NegotiationCompleteDelegate Delegate

Defines the signature of the method that's called when the SOCKS negotiation is complete.

```
[Visual Basic] Delegate Sub NegotiationCompleteDelegate(  
    ByVal Success As Boolean,  
    ByVal Remote As System.Net.Sockets.Socket  
)
```

```
[C#]  
delegate void NegotiationCompleteDelegate(  
    bool Success,  
    Socket Remote  
) ;
```

Parameters

Success

Indicates whether the negotiation was successful or not.

Remote

The connection with the remote server.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler Class

Implements the SOCKS4 and SOCKS4a protocols.

For a list of all members of this type, see [Socks4Handler Members](#).

[System.Object](#) [SocksHandler](#)

Socks4Handler

[Visual Basic]

```
NotInheritable Class Socks4Handler  
    Inherits SocksHandler
```

[C#]

```
sealed class Socks4Handler : SocksHandler
```

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[Socks4Handler Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler Members

Public Instance Constructors

Socks4Handler Constructor	Initializes a new instance of the Socks4Handler class.
---	--

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating (inherited from SocksHandler)	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Properties

AcceptSocket (inherited from SocksHandler)	Gets or sets the socket that is used to accept incoming connections.
Buffer (inherited from SocksHandler)	Gets a buffer that can be used when receiving bytes from the client.
Bytes (inherited from SocksHandler)	Gets or sets a byte array that can be used to store received bytes from the client.
Connection (inherited from SocksHandler)	Gets or sets the connection with the client.
RemoteBindIP (inherited from SocksHandler)	Gets or sets the IP address of the requested remote server.

RemoteConnection (inherited from SocksHandler)	Gets or sets the connection with the remote host.
--	---

Protected Instance Methods

AddBytes (inherited from SocksHandler)	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket queue.
OnDisposeBad (inherited from SocksHandler)	Called when a negative reply has been sent to the client.
OnDisposeGood (inherited from SocksHandler)	Called when an OK reply has been sent to the client.
OnReceiveBytes (inherited from SocksHandler)	Called when we receive some bytes from the client.
OnStartAccept (inherited from SocksHandler)	Called when the AcceptSocket should start accepting incoming connections.
ProcessRequest	Processes a SOCKS request from a client.

Private Instance Methods

OnConnected	Called when we're successfully
-----------------------------	--------------------------------

connected to the remote host.

See Also

[Socks4Handler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler Constructor

Initializes a new instance of the Socks4Handler class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientConnection As System.Net.Socket
    ByVal Callback As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
public Socks4Handler(
    Socket ClientConnection,
    NegotiationCompleteDelegate Callback
);
```

Parameters

ClientConnection

The connection with the client.

Callback

The method to call when the SOCKS negotiation is complete.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Callback is null.

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler Methods

The methods of the **Socks4Handler** class are listed below. For a complete list of **Socks4Handler** class members, see the [Socks4Handler Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating (inherited from SocksHandler)	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes (inherited from SocksHandler)	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket

	queue.
OnDisposeBad (inherited from SocksHandler)	Called when a negative reply has been sent to the client.
OnDisposeGood (inherited from SocksHandler)	Called when an OK reply has been sent to the client.
OnReceiveBytes (inherited from SocksHandler)	Called when we receive some bytes from the client.
OnStartAccept (inherited from SocksHandler)	Called when the AcceptSocket should start accepting incoming connections.
ProcessRequest	Processes a SOCKS request from a client.

Private Instance Methods

OnConnected	Called when we're successfully connected to the remote host.
-----------------------------	--

See Also

[Socks4Handler Class | Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler.Dispose Method (Byte)

Sends a reply to the client connection and disposes it afterwards.

```
[Visual Basic]Overrides Overloads Protected Sub  
    ByVal Value As Byte  
)
```

```
[C#]  
protected override void Dispose(  
    byte value  
);
```

Parameters

Value

A byte that contains the reply code to send to the client.

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [Socks4Handler.Dispose Overload List](#)

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Socks4Handler.IsValidRequest Method

Checks whether a specific request is a valid SOCKS request or not.

```
[Visual Basic]Overrides Protected Function IsValidRequest(  
    ByVal Request As Byte() _  
) As Boolean
```

```
[C#]  
protected override bool IsValidRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request array to check.

Return Value

True if the specified request is valid, false otherwise

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler.OnAccept Method

Called when there's an incoming connection in the AcceptSocket queue.

```
[Visual Basic]Overrides Protected Sub OnAccept(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
protected override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler.OnConnected Method

Called when we're successfully connected to the remote host.

```
[Visual Basic]Private Sub OnConnected( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnConnected(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks4Handler.ProcessRequest Method

Processes a SOCKS request from a client.

```
[Visual Basic]Overrides Protected Sub ProcessRequest(  
    ByVal Request As Byte() _  
)
```

```
[C#]  
protected override void ProcessRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request to process.

See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler Class

Implements the SOCKS5 protocol.

For a list of all members of this type, see [Socks5Handler Members](#).

[System.Object](#) [SocksHandler](#)

Socks5Handler

[Visual Basic]

```
NotInheritable Class Socks5Handler  
    Inherits SocksHandler
```

[C#]

```
sealed class Socks5Handler : SocksHandler
```

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[Socks5Handler Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler Members

Public Instance Constructors

Socks5Handler	Overloaded. Initialize a new instance of the Socks5Handler class.
-------------------------------	---

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating (inherited from SocksHandler)	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Properties

AcceptSocket (inherited from SocksHandler)	Gets or sets the socket that is used to accept incoming connections.
Buffer (inherited from SocksHandler)	Gets a buffer that can be used when receiving bytes from the client.
Bytes (inherited from SocksHandler)	Gets or sets a byte array that can be used to store received bytes from the client.
Connection (inherited from SocksHandler)	Gets or sets the connection with the client.
RemoteBindIP (inherited from SocksHandler)	Gets or sets the IP address of the requested remote server.

RemoteConnection (inherited from SocksHandler)	Gets or sets the connection with the remote host.
--	---

Protected Instance Methods

AddBytes (inherited from SocksHandler)	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket queue.
OnDisposeBad (inherited from SocksHandler)	Called when a negative reply has been sent to the client.
OnDisposeGood (inherited from SocksHandler)	Called when an OK reply has been sent to the client.
OnReceiveBytes (inherited from SocksHandler)	Called when we receive some bytes from the client.
OnStartAccept (inherited from SocksHandler)	Called when the AcceptSocket should start accepting incoming connections.
ProcessRequest	Processes a SOCKS request from a client and selects an authentication method.

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
m_AuthMethod	Holds the value of the AuthMethod property.

Private Instance Properties

AuthList	Gets or sets the AuthenticationList object to use when trying to authenticate the SOCKS client.
AuthMethod	Gets or sets the the AuthBase object to use when trying to authenticate the SOCKS client.

Private Instance Methods

IsValidQuery	Checks whether a specified query is a valid query or not.
OnAuthenticationComplete	Called when the authentication is complete.
OnAuthSent	Called when client has been notified of the selected authentication method.
OnConnected	Called when we're successfully connected to the remote host.
OnRecvRequest	Called when we received the request of the client.
ProcessQuery	Processes a received query.

See Also

[Socks5Handler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler

Initializes a new instance of the Socks5Handler class.

Overload List

Initializes a new instance of the Socks5Handler class.

[public Socks5Handler\(Socket,NegotiationCompleteDelegate,Auther](#)

Initializes a new instance of the Socks5Handler class.

[public Socks5Handler\(Socket,NegotiationCompleteDelegate\);](#)

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler Constructor (Socket, NegotiationCompleteDelegate, AuthenticationList)

Initializes a new instance of the Socks5Handler class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal ClientConnection As System.Net.Socket  
    ByVal Callback As Org.Mentalis.Proxy.Socks  
    ByVal AuthList As Org.Mentalis.Proxy.Socks  
)
```

```
[C#]  
public Socks5Handler(  
    Socket ClientConnection,  
    NegotiationCompleteDelegate Callback,  
    AuthenticationList AuthList  
) ;
```

Parameters

ClientConnection

The connection with the client.

Callback

The method to call when the SOCKS negotiation is complete.

AuthList

The authentication list to use when clients connect.

Remarks

If the AuthList parameter is null, no authentication will be required when a client connects to the proxy server.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Callback is null.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [Socks5Handler Constructor Overload List](#)

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Socks5Handler Constructor (Socket, NegotiationCompleteDelegate)

Initializes a new instance of the Socks5Handler class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal ClientConnection As System.Net.Socket  
    ByVal Callback As Org.Mentalis.Proxy.Socks  
)
```

```
[C#]  
public Socks5Handler(  
    Socket ClientConnection,  
    NegotiationCompleteDelegate Callback  
) ;
```

Parameters

ClientConnection

The connection with the client.

Callback

The method to call when the SOCKS negotiation is complete.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Callback is null.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [Socks5Handler Constructor Overload List](#)

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Socks5Handler Fields

The fields of the **Socks5Handler** class are listed below. For a complete list of **Socks5Handler** class members, see the [Socks5Handler Members](#) topic.

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
m_AuthMethod	Holds the value of the AuthMethod property.

See Also

[Socks5Handler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.m_AuthList Field

Holds the value of the AuthList property.

```
[Visual Basic] Private m_AuthList As Org.Mentalis.Proxy.Socks.AuthenticationList
```

```
[C#]
```

```
private AuthenticationList m_AuthList;
```

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.m_AuthMethod Field

Holds the value of the AuthMethod property.

```
[Visual Basic] Private m_AuthMethod As Org.Mentalis.Proxy.Socks.AuthBase
```

```
[C#]
```

```
private AuthBase m_AuthMethod;
```

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler Properties

The properties of the **Socks5Handler** class are listed below. For a complete list of **Socks5Handler** class members, see the [Socks5Handler Members](#) topic.

Protected Instance Properties

AcceptSocket (inherited from SocksHandler)	Gets or sets the socket that is used to accept incoming connections.
Buffer (inherited from SocksHandler)	Gets a buffer that can be used when receiving bytes from the client.
Bytes (inherited from SocksHandler)	Gets or sets a byte array that can be used to store received bytes from the client.
Connection (inherited from SocksHandler)	Gets or sets the connection with the client.
RemoteBindIP (inherited from SocksHandler)	Gets or sets the IP address of the requested remote server.
RemoteConnection (inherited from SocksHandler)	Gets or sets the connection with the remote host.

Private Instance Properties

AuthList	Gets or sets the AuthenticationList object to use when trying to authenticate the SOCKS client.
AuthMethod	Gets or sets the the AuthBase object to use when trying to authenticate the SOCKS client.

See Also

[Socks5Handler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.AuthList Property

Gets or sets the AuthenticationList object to use when trying to authenticate the SOCKS client.

[Visual Basic] **Private Property AuthList As Object**

[C#]

```
private Authentication.AuthenticationList AuthList;
```

Property Value

The AuthenticationList object to use when trying to authenticate the SOCKS client.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.AuthMethod Property

Gets or sets the the AuthBase object to use when trying to authenticate the SOCKS client.

[Visual Basic] **Private Property** **AuthMethod** **As**

[C#]

```
private Authentication.AuthBase AuthMethod {
```

Property Value

The AuthBase object to use when trying to authenticate the SOCKS client.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler Methods

The methods of the **Socks5Handler** class are listed below. For a complete list of **Socks5Handler** class members, see the [Socks5Handler Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating (inherited from SocksHandler)	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes (inherited from SocksHandler)	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket

	queue.
OnDisposeBad (inherited from SocksHandler)	Called when a negative reply has been sent to the client.
OnDisposeGood (inherited from SocksHandler)	Called when an OK reply has been sent to the client.
OnReceiveBytes (inherited from SocksHandler)	Called when we receive some bytes from the client.
OnStartAccept (inherited from SocksHandler)	Called when the AcceptSocket should start accepting incoming connections.
ProcessRequest	Processes a SOCKS request from a client and selects an authentication method.

Private Instance Methods

IsValidQuery	Checks whether a specified query is a valid query or not.
OnAuthenticationComplete	Called when the authentication is complete.
OnAuthSent	Called when client has been notified of the selected authentication method.
OnConnected	Called when we're successfully connected to the remote host.
OnRecvRequest	Called when we received the request of the client.
ProcessQuery	Processes a received query.

See Also

[Socks5Handler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.Dispose Method (Byte)

Sends a reply to the client connection and disposes it afterwards.

```
[Visual Basic]Overrides Overloads Protected Sub  
    ByVal Value As Byte  
)
```

```
[C#]  
protected override void Dispose(  
    byte value  
);
```

Parameters

Value

A byte that contains the reply code to send to the client.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [Socks5Handler.Dispose Overload List](#)

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Socks5Handler.IsValidQuery Method

Checks whether a specified query is a valid query or not.

```
[Visual Basic]Private Function IsValidQuery(  
    ByVal Query As Byte() _  
) As Boolean
```

```
[C#]  
private bool IsValidQuery(  
    byte[] Query  
) ;
```

Parameters

Query

The query to check.

Return Value

True if the query is valid, false otherwise.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.IsValidRequest Method

Checks whether a specific request is a valid SOCKS request or not.

```
[Visual Basic]Overrides Protected Function IsValidRequest(  
    ByVal Request As Byte() _  
) As Boolean
```

```
[C#]  
protected override bool IsValidRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request array to check.

Return Value

True if the specified request is valid, false otherwise

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.OnAccept Method

Called when there's an incoming connection in the AcceptSocket queue.

```
[Visual Basic]Overrides Protected Sub OnAccept(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
protected override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.OnAuthenticationComplete Method

Called when the authentication is complete.

```
[Visual Basic]Private Sub OnAuthenticationComplete(  
    ByVal Success As Boolean  
)
```

```
[C#]  
private void OnAuthenticationComplete(  
    bool Success  
)
```

Parameters

Success

Indicates whether the authentication was successful or not.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.OnAuthSent Method

Called when client has been notified of the selected authentication method.

```
[Visual Basic]Private Sub OnAuthSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnAuthSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.OnConnected Method

Called when we're successfully connected to the remote host.

```
[Visual Basic]Private Sub OnConnected( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnConnected(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.OnRecvRequest Method

Called when we received the request of the client.

```
[Visual Basic]Private Sub OnRecvRequest( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnRecvRequest(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.ProcessQuery Method

Processes a received query.

```
[Visual Basic]Private Sub ProcessQuery( _
    ByVal Query As Byte() _
)
```

```
[C#]
private void ProcessQuery(
    byte[] Query
);
```

Parameters

Query

The query to process.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Socks5Handler.ProcessRequest Method

Processes a SOCKS request from a client and selects an authentication method.

```
[Visual Basic]Overrides Protected Sub ProcessRequest(  
    ByVal Request As Byte() _  
)
```

```
[C#]  
protected override void ProcessRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request to process.

See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Class

Relays data between a remote host and a local client, using the SOCKS protocols.

For a list of all members of this type, see [SocksClient Members](#).

[System.Object](#) [Client](#)

SocksClient

[Visual Basic]

```
NotInheritable Public Class SocksClient
    Inherits Client
    Implements IDisposable
```

[C#]

```
public sealed class SocksClient : Client, IDisposable
```

Remarks

This class implements the SOCKS4, SOCKS4a and SOCKS5 protocols. If the MustAuthenticate property is set, only SOCKS5 connections are allowed and the AuthList parameter of the constructor should not be null.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Members

Public Instance Constructors

SocksClient Constructor	Initializes a new instance of the SocksClient class.
---	--

Public Instance Properties

MustAuthenticate	Gets or sets the SOCKS handler to be used when communicating with the client.
----------------------------------	---

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts communication with the client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this SocksClient object.

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.

RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.
--	--

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from Client)	Called when we have sent data to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Internal Instance Properties

Handler	Gets or sets the SOCKS handler to be used when communicating with the client.
-------------------------	---

Private Instance Fields

<u>m_AuthList</u>	Holds the value of the AuthList property.
<u>m_Handler</u>	Holds the value of the Handler property.
<u>m_MustAuthenticate</u>	Holds the value of the MustAuthenticate property.

Private Instance Properties

<u>AuthList</u>	Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.
---------------------------------	---

Private Instance Methods

<u>OnEndSocksProtocol</u>	Called when the SOCKS protocol has ended. We can no start relaying data, if the SOCKS authentication was successful.
<u>OnStartSocksProtocol</u>	Called when we have received some data from the client.

See Also

[SocksClient Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Constructor

Initializes a new instance of the SocksClient class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientSocket As System.Net.Sockets.S
    ByVal Destroyer As Org.Mentalis.Proxy.Dest
    ByVal AuthList As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
public SocksClient(
    Socket ClientSocket,
    DestroyDelegate Destroyer,
    AuthenticationList AuthList
);
```

Parameters

ClientSocket

The Socket connection between this proxy server and the local client.

Destroyer

The method to be called when this SocksClient object disconnects from the local client and the remote server.

AuthList

The list with valid username/password combinations.

Remarks

If the AuthList is non-null, every client has to authenticate before he can use this proxy server to relay data. If it is null, the clients don't have to authenticate.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Fields

The fields of the **SocksClient** class are listed below. For a complete list of **SocksClient** class members, see the [SocksClient Members](#) topic.

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
m_Handler	Holds the value of the Handler property.
m_MustAuthenticate	Holds the value of the MustAuthenticate property.

See Also

[SocksClient Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.m_AuthList Field

Holds the value of the AuthList property.

```
[Visual Basic]Private m_AuthList As Org.Mentalis.Proxy.Socks.AuthenticationList
```

```
[C#]
```

```
private AuthenticationList m_AuthList;
```

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.m_Handler Field

Holds the value of the Handler property.

```
[Visual Basic]Private m_Handler As Org.Mentalis.Proxy.Socks.SocksHandler
```

```
[C#]
```

```
private SocksHandler m_Handler;
```

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.m_MustAuthenticate Field

Holds the value of the MustAuthenticate property.

```
[Visual Basic] Private m_MustAuthenticate As \[?\]
```

```
[C#]  
private bool m_MustAuthenticate;
```

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Properties

The properties of the **SocksClient** class are listed below. For a complete list of **SocksClient** class members, see the [SocksClient Members](#) topic.

Public Instance Properties

MustAuthenticate	Gets or sets the SOCKS handler to be used when communicating with the client.
----------------------------------	---

Protected Instance Properties

Buffer (inherited from Client)	Gets the buffer to store all the incoming data from the local client.
RemoteBuffer (inherited from Client)	Gets the buffer to store all the incoming data from the remote host.

Internal Instance Properties

Handler	Gets or sets the SOCKS handler to be used when communicating with the client.
-------------------------	---

Private Instance Properties

AuthList	Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.
--------------------------	---

See Also

[SocksClient Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.AuthList Property

Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.

[Visual Basic] **Private Property AuthList As Object**

[C#]

```
private Authentication.AuthenticationList AuthList;
```

Property Value

An instance of the AuthenticationList class that contains all the valid username/password combinations.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.Handler Property

Gets or sets the SOCKS handler to be used when communicating with the client.

[Visual Basic] **Friend Property Handler As [Org](#)**

[C#]

```
internal SocksHandler Handler {get; set;}
```

Property Value

The SocksHandler to be used when communicating with the client.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.MustAuthenticate Property

Gets or sets the SOCKS handler to be used when communicating with the client.

[Visual Basic] **Public Property MustAuthenticate**

[C#]

```
public bool MustAuthenticate {get; set;}
```

Property Value

The SocksHandler to be used when communicating with the client.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient Methods

The methods of the **SocksClient** class are listed below. For a complete list of **SocksClient** class members, see the [SocksClient Members](#) topic.

Public Instance Methods

Dispose (inherited from Client)	Disposes of the resources (other than memory) used by the Client.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartHandshake	Starts communication with the client.
StartRelay (inherited from Client)	Starts relaying data between the remote host and the local client.
ToString	Returns text information about this SocksClient object.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnClientReceive (inherited from Client)	Called when we have received data from the local client. Incoming data will immediately be forwarded to the remote host.
OnClientSent (inherited from	Called when we have sent data

Client)	to the local client. When all the data has been sent, we will start receiving again from the remote host.
OnRemoteReceive (inherited from Client)	Called when we have received data from the remote host. Incoming data will immediately be forwarded to the local client.
OnRemoteSent (inherited from Client)	Called when we have sent data to the remote host. When all the data has been sent, we will start receiving again from the local client.

Private Instance Methods

OnEndSocksProtocol	Called when the SOCKS protocol has ended. We can no start relaying data, if the SOCKS authentication was successful.
OnStartSocksProtocol	Called when we have received some data from the client.

See Also

[SocksClient Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.OnEndSocksProtocol Method

Called when the SOCKS protocol has ended. We can no start relaying data, if the SOCKS authentication was successful.

```
[Visual Basic]Private Sub OnEndSocksProtocol  
    ByVal Success As Boolean, _  
    ByVal Remote As System.Net.Sockets.Socket  
)
```

```
[C#]  
private void OnEndSocksProtocol(  
    bool Success,  
    Socket Remote  
) ;
```

Parameters

Success

Specifies whether the SOCKS negotiation was successful or not.

Remote

The connection with the remote server.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.OnStartSocksProtocol Method

Called when we have received some data from the client.

```
[Visual Basic]Private Sub OnStartSocksProtocol(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
private void OnStartSocksProtocol(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.StartHandshake Method

Starts communication with the client.

```
[Visual Basic]Overrides Public Sub StartHandshake()
```

```
[C#]
```

```
public override void StartHandshake();
```

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksClient.ToString Method

Returns text information about this SocksClient object.

[Visual Basic] **Overrides Public Function ToString**

[C#]
public override string ToString();

Return Value

A string representing this SocksClient object.

See Also

[SocksClient Class](#) | [SocksClient Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Class

Implements a specific version of the SOCKS protocol.

For a list of all members of this type, see [SocksHandler Members](#).

[System.Object](#) **SocksHandler**

[Visual Basic]

MustInherit Class SocksHandler

[C#]

abstract class SocksHandler

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[SocksHandler Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Members

Public Instance Constructors

SocksHandler Constructor	Initializes a new instance of the SocksHandler class.
--	---

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Properties

AcceptSocket	Gets or sets the socket that is used to accept incoming connections.
Buffer	Gets a buffer that can be used when receiving bytes from the client.
Bytes	Gets or sets a byte array that can be used to store received bytes from the client.
Connection	Gets or sets the connection with the client.
RemoteBindIP	Gets or sets the IP address of the requested remote server.

RemoteConnection	Gets or sets the connection with the remote host.
----------------------------------	---

Protected Instance Methods

AddBytes	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket queue.
OnDisposeBad	Called when a negative reply has been sent to the client.
OnDisposeGood	Called when an OK reply has been sent to the client.
OnReceiveBytes	Called when we receive some bytes from the client.
OnStartAccept	Called when the AcceptSocket should start accepting incoming connections.
ProcessRequest	Processes a SOCKS request from a client.

Internal Instance Properties

Username	Gets or sets the username of the SOCKS user.
--------------------------	--

Private Instance Fields

<u>m_AcceptSocket</u>	Holds the value of the AcceptSocket property.
<u>m_Buffer</u>	Holds the value of the Buffer property.
<u>m_Bytes</u>	Holds the value of the Bytes property.
<u>m_Connection</u>	Holds the value of the Connection property.
<u>m_RemoteBindIP</u>	Holds the value of the RemoteBindIP property.
<u>m_RemoteConnection</u>	Holds the value of the RemoteConnection property.
<u>m_Username</u>	Holds the value of the Username property.
<u>Signaler</u>	Holds the address of the method to call when the SOCKS negotiation is complete.

See Also

[SocksHandler Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Constructor

Initializes a new instance of the SocksHandler class.

```
[Visual Basic]Public Sub New( _
    ByVal ClientConnection As System.Net.Socket
    ByVal Callback As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
public SocksHandler(
    Socket ClientConnection,
    NegotiationCompleteDelegate Callback
);
```

Parameters

ClientConnection

The connection with the client.

Callback

The method to call when the SOCKS negotiation is complete.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Callback is null.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Fields

The fields of the **SocksHandler** class are listed below. For a complete list of **SocksHandler** class members, see the [SocksHandler Members](#) topic.

Private Instance Fields

m_AcceptSocket	Holds the value of the AcceptSocket property.
m_Buffer	Holds the value of the Buffer property.
m_Bytes	Holds the value of the Bytes property.
m_Connection	Holds the value of the Connection property.
m_RemoteBindIP	Holds the value of the RemoteBindIP property.
m_RemoteConnection	Holds the value of the RemoteConnection property.
m_Username	Holds the value of the Username property.
Signaler	Holds the address of the method to call when the SOCKS negotiation is complete.

See Also

[SocksHandler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_AcceptSocket Field

Holds the value of the AcceptSocket property.

```
[Visual Basic]Private m_AcceptSocket As System.
```

```
[C#]
```

```
private Socket m_AcceptSocket;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_Buffer Field

Holds the value of the Buffer property.

```
[Visual Basic]Private m_Buffer As Byte()
```

```
[C#]  
private byte[] m_Buffer;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_Bytes Field

Holds the value of the Bytes property.

```
[Visual Basic] Pripivate m_Bytes As Byte()
```

```
[C#]  
pripriate byte[] m_Bytes;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
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SocksHandler.m_Connection Field

Holds the value of the Connection property.

```
[Visual Basic] Private m_Connection As System
```

```
[C#]  
private Socket m_Connection;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_RemoteBindIP Field

Holds the value of the RemoteBindIP property.

```
[Visual Basic]Private m_RemoteBindIP As System.IPEndPoint
```

```
[C#]
```

```
private IPAddress m_RemoteBindIP;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_RemoteConnection Field

Holds the value of the RemoteConnection property.

```
[Visual Basic] Private m_RemoteConnection As [
```

```
[C#]
```

```
private Socket m_RemoteConnection;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.m_Username Field

Holds the value of the Username property.

```
[Visual Basic] Private m_Username As String
```

```
[C#]  
private string m_Username;
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Signaler Field

Holds the address of the method to call when the SOCKS negotiation is complete.

[Visual Basic] **Private Signaler As [Org.Mentalis.Proxy.Socks.NegotiationCompleteDelegate](#)**

[C#]
private [NegotiationCompleteDelegate](#) Signaler;

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Properties

The properties of the **SocksHandler** class are listed below. For a complete list of **SocksHandler** class members, see the [SocksHandler Members](#) topic.

Protected Instance Properties

AcceptSocket	Gets or sets the socket that is used to accept incoming connections.
Buffer	Gets a buffer that can be used when receiving bytes from the client.
Bytes	Gets or sets a byte array that can be used to store received bytes from the client.
Connection	Gets or sets the connection with the client.
RemoteBindIP	Gets or sets the IP address of the requested remote server.
RemoteConnection	Gets or sets the connection with the remote host.

Internal Instance Properties

Username	Gets or sets the username of the SOCKS user.
--------------------------	--

See Also

[SocksHandler Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.AcceptSocket Property

Gets or sets the socket that is used to accept incoming connections.

[Visual Basic] **Protected Property AcceptSocket**

[C#]

protected System.Net.Sockets.Socket AcceptSocket

Property Value

A Socket that is used to accept incoming connections.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Buffer Property

Gets a buffer that can be used when receiving bytes from the client.

[Visual Basic] **Protected Readonly Property Buffer As Byte()**

[C#]

```
protected byte[] Buffer {get;}
```

Property Value

A byte array that can be used when receiving bytes from the client.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Bytes Property

Gets or sets a byte array that can be used to store received bytes from the client.

[Visual Basic] **Protected Property Bytes As Byte()**

[C#]

```
protected byte[] Bytes {get; set;}
```

Property Value

A byte array that can be used to store bytes from the client.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Connection Property

Gets or sets the connection with the client.

[Visual Basic] **Protected Property Connection**

[C#]

protected System.Net.Sockets.Socket Connection

Property Value

A Socket representing the connection between the proxy server and the SOCKS client.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.RemoteBindIP Property

Gets or sets the IP address of the requested remote server.

[Visual Basic] **Protected Property RemoteBindIP**

[C#]

```
protected System.Net.IPEndPoint RemoteBindIP {
```

Property Value

An IPAddress object specifying the address of the requested remote server.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.RemoteConnection Property

Gets or sets the connection with the remote host.

[Visual Basic] **Protected Property RemoteConnection**

[C#]
protected System.Net.Sockets.Socket RemoteConnection

Property Value

A Socket representing the connection between the proxy server and the remote host.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Username Property

Gets or sets the username of the SOCKS user.

[Visual Basic] **Friend Property Username As String**

[C#]

```
internal string Username {get; set;}
```

Property Value

A String representing the username of the logged on user.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The specified value is null.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler Methods

The methods of the **SocksHandler** class are listed below. For a complete list of **SocksHandler** class members, see the [SocksHandler Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
StartNegotiating	Starts accepting bytes from the client.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes	Adds some bytes to a byte array.
Dispose	Overloaded. Sends a reply to the client connection and disposes it afterwards.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsValidRequest	Checks whether a specific request is a valid SOCKS request or not.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming connection in the AcceptSocket queue.

<u>OnDisposeBad</u>	Called when a negative reply has been sent to the client.
<u>OnDisposeGood</u>	Called when an OK reply has been sent to the client.
<u>OnReceiveBytes</u>	Called when we receive some bytes from the client.
<u>OnStartAccept</u>	Called when the AcceptSocket should start accepting incoming connections.
<u>ProcessRequest</u>	Processes a SOCKS request from a client.

See Also

[SocksHandler Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.AddBytes Method

Adds some bytes to a byte array.

```
[Visual Basic]Protected Sub AddBytes( _  
    ByVal NewBytes As Byte(), _  
    ByVal Cnt As Integer _  
)
```

```
[C#]  
protected void AddBytes(  
    byte[] NewBytes,  
    int Cnt  
) ;
```

Parameters

NewBytes

The new bytes to add.

Cnt

The number of bytes to add.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Dispose

Closes the listening socket if present, and signals the parent object that SOCKS negotiation is complete.

Overload List

Sends a reply to the client connection and disposes it afterwards.

[protected abstract void Dispose\(byte\);](#)

Closes the listening socket if present, and signals the parent object that SOCKS negotiation is complete.

[protected void Dispose\(bool\);](#)

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.Dispose Method (Boolean)

Closes the listening socket if present, and signals the parent object that SOCKS negotiation is complete.

```
[Visual Basic]Overloads Protected Sub Dispose()
    ByVal Success As Boolean
)
```

```
[C#]
protected void Dispose(
    bool Success
);
```

Parameters

Success

Indicates whether the SOCKS negotiation was successful or not.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksHandler.Dispose Overload List](#)

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SocksHandler.Dispose Method (Byte)

Sends a reply to the client connection and disposes it afterwards.

```
[Visual Basic]MustOverride Overloads Protected  
    ByVal Value As Byte  
)
```

```
[C#]  
protected abstract void Dispose(  
    byte value  
);
```

Parameters

Value

A byte that contains the reply code to send to the client.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksHandler.Dispose Overload List](#)

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SocksHandler.IsValidRequest Method

Checks whether a specific request is a valid SOCKS request or not.

```
[Visual Basic]MustOverride Protected Function  
    ByVal Request As Byte() _  
) As Boolean
```

```
[C#]  
protected abstract bool IsValidRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request array to check.

Return Value

True if the specified request is valid, false otherwise

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.OnAccept Method

Called when there's an incoming connection in the AcceptSocket queue.

```
[Visual Basic]MustOverride Protected Sub OnAccept(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
protected abstract void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.OnDisposeBad Method

Called when a negative reply has been sent to the client.

```
[Visual Basic]Protected Sub OnDisposeBad( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
protected void OnDisposeBad(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.OnDisposeGood Method

Called when an OK reply has been sent to the client.

```
[Visual Basic]Protected Sub OnDisposeGood(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
protected void OnDisposeGood(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.OnReceiveBytes Method

Called when we receive some bytes from the client.

```
[Visual Basic]Protected Sub OnReceiveBytes(  
    ByVal ar As System.IAsyncResult _  
)
```

```
[C#]  
protected void OnReceiveBytes(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.OnStartAccept Method

Called when the AcceptSocket should start accepting incoming connections.

```
[Visual Basic]Protected Sub OnStartAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
protected void OnStartAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.ProcessRequest Method

Processes a SOCKS request from a client.

```
[Visual Basic]MustOverride Protected Sub ProcessRequest(  
    ByVal Request As Byte() _  
)
```

```
[C#]  
protected abstract void ProcessRequest(  
    byte[] Request  
) ;
```

Parameters

Request

The request to process.

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksHandler.StartNegotiating Method

Starts accepting bytes from the client.

```
[Visual Basic]Public Sub StartNegotiating()
```

```
[C#]
public void StartNegotiating();
```

See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener Class

Listens on a specific port on the proxy server for incoming SOCKS4 and SOCKS5 requests.

For a list of all members of this type, see [SocksListener Members](#).

[System.Object](#) [Listener](#)

SocksListener

[Visual Basic]

```
NotInheritable Public Class SocksListener
    Inherits Listener
    Implements IDisposable
```

[C#]

```
public sealed class SocksListener : Listener
```

Remarks

This class also implements the SOCKS4a protocol.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks Namespace](#)

Assembly: Proxy.exe

See Also

[SocksListener Members](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener Members

Public Instance Constructors

SocksListener	Overloaded. Initialize a new instance of the SocksListener class.
-------------------------------	---

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming

	client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
----------------------------	---

Private Instance Properties

<u>AuthList</u>	Gets or sets the AuthenticationList to be used when a SOCKS5 client connects.
---------------------------------	---

See Also

[SocksListener Class](#) | [Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener

Initializes a new instance of the SocksListener class.

Overload List

Initializes a new instance of the SocksListener class.

[public SocksListener\(int\);](#)

Initializes a new instance of the SocksListener class.

[public SocksListener\(IPAddress,int\);](#)

Initializes a new instance of the SocksListener class.

[public SocksListener\(int,AuthenticationList\);](#)

Initializes a new instance of the SocksListener class.

[public SocksListener\(IPAddress,int,AuthenticationList\);](#)

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener Constructor (Int32)

Initializes a new instance of the SocksListener class.

```
[Visual Basic]Overloads Public Sub New( _
    ByVal Port As Integer _
)
```

```
[C#]
public SocksListener(
    int Port
);
```

Parameters

Port

The port to listen on.

Remarks

The SocksListener will listen on all available network cards and it will not use an AuthenticationList.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksListener Constructor Overload List](#)

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SocksListener Constructor (IPAddress, Int32)

Initializes a new instance of the SocksListener class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPAddress, _  
    ByVal Port As Integer _  
)
```

```
[C#]  
public SocksListener(  
    IPAddress Address,  
    int Port  
) ;
```

Parameters

Address

The address to listen on. You can specify IPAddress.Any to listen on all installed network cards.

Port

The port to listen on.

Remarks

For the security of your server, try to avoid to listen on every network card (IPAddress.Any). Listening on a local IP address is usually sufficient and much more secure. The SocksListener object will not use an AuthenticationList.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksListener Constructor Overload List](#)

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SocksListener Constructor (Int32, AuthenticationList)

Initializes a new instance of the SocksListener class.

```
[Visual Basic]Overloads Public Sub New( _
    ByVal Port As Integer, _
    ByVal AuthList As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
public SocksListener(
    int Port,
    AuthenticationList AuthList
);
```

Parameters

Port

The port to listen on.

AuthList

The list of valid login/password combinations. If you do not need password authentication, set this parameter to null.

Remarks

The SocksListener will listen on all available network cards.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksListener Constructor Overload List](#)

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SocksListener Constructor (IPAddress, Int32, AuthenticationList)

Initializes a new instance of the SocksListener class.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal Address As System.Net.IPAddress, _  
    ByVal Port As Integer, _  
    ByVal AuthList As Org.Mentalis.Proxy.Socks  
)
```

```
[C#]  
public SocksListener(  
    IPAddress Address,  
    int Port,  
    AuthenticationList AuthList  
) ;
```

Parameters

Address

The address to listen on. You can specify IPAddress.Any to listen on all installed network cards.

Port

The port to listen on.

AuthList

The list of valid login/password combinations. If you do not need password authentication, set this parameter to null.

Remarks

For the security of your server, try to avoid to listen on every network card (IPAddress.Any). Listening on a local IP address is usually sufficient and much more secure.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#) | [SocksListener Constructor](#)

[Overload List](#)

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SocksListener Fields

The fields of the **SocksListener** class are listed below. For a complete list of **SocksListener** class members, see the [SocksListener Members](#) topic.

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
----------------------------	---

See Also

[SocksListener Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener.m_AuthList Field

Holds the value of the AuthList property.

```
[Visual Basic]Private m_AuthList As Org.Mentalis.Proxy.Socks.AuthenticationList
```

```
[C#]
```

```
private AuthenticationList m_AuthList;
```

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Mentalis.org Proxy Documentation

SocksListener Properties

The properties of the **SocksListener** class are listed below. For a complete list of **SocksListener** class members, see the [SocksListener Members](#) topic.

Public Instance Properties

ConstructString	Returns a string that holds all the construction information for this object.
IsDisposed (inherited from Listener)	Gets a value indicating whether the Listener has been disposed or not.
Listening (inherited from Listener)	Gets a value indicating whether the Listener is currently listening or not.

Protected Instance Properties

Address (inherited from Listener)	Gets or sets the address on which to listen on.
Clients (inherited from Listener)	Gets the list of connected clients.
ListenSocket (inherited from Listener)	Gets or sets the listening Socket.
Port (inherited from Listener)	Gets or sets the port number on which to listen on.

Private Instance Properties

AuthList	Gets or sets the AuthenticationList to be used when a SOCKS5 client connects.
--------------------------	---

See Also

[SocksListener Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener.AuthList Property

Gets or sets the AuthenticationList to be used when a SOCKS5 client connects.

[Visual Basic] **Private Property AuthList As Object**

[C#]

```
private Authentication.AuthenticationList AuthList;
```

Property Value

An AuthenticationList that is to be used when a SOCKS5 client connects.

Remarks

This value can be null.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener ConstructString Property

Returns a string that holds all the construction information for this object.

[Visual Basic] **Overrides Public ReadOnly Property**

[C#]
public string ConstructString {override get;}

Property Value

A string that holds all the construction information for this object.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener Methods

The methods of the **SocksListener** class are listed below. For a complete list of **SocksListener** class members, see the [SocksListener Members](#) topic.

Public Instance Methods

Dispose (inherited from Listener)	Disposes of the resources (other than memory) used by the Listener.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetClientAt (inherited from Listener)	Returns the requested client from the client list.
GetClientCount (inherited from Listener)	Returns the number of clients in the client list.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
OnAccept	Called when there's an incoming client connection waiting to be accepted.
Start (inherited from Listener)	Starts listening on the selected IP address and port.
ToString	Returns a string representation of this object.

Protected Instance Methods

AddClient (inherited from Listener)	Adds the specified Client to the client list.
Finalize (inherited from Listener)	Finalizes the Listener.

MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.
RemoveClient (inherited from Listener)	Removes the specified Client from the client list.
Restart (inherited from Listener)	Restarts listening on the selected IP address and port.

See Also

[SocksListener Class | Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener.OnAccept Method

Called when there's an incoming client connection waiting to be accepted.

```
[Visual Basic]Overrides Public Sub OnAccept(  
    ByVal ar As System.IAsyncResult  
)
```

```
[C#]  
public override void OnAccept(  
    IAsyncResult ar  
) ;
```

Parameters

ar

The result of the asynchronous operation.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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SocksListener.ToString Method

Returns a string representation of this object.

[Visual Basic] **Overrides Public Function ToString()**

[C#]

```
public override string ToString();
```

Return Value

A string with information about this object.

See Also

[SocksListener Class](#) | [SocksListener Members](#) |
[Org.Mentalis.Proxy.Socks Namespace](#)

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Org.Mentalis.Proxy.Socks.Authentication Namespace

[Namespace hierarchy](#)

Classes

Class	Description
AuthBase	Authenticates a user on a SOCKS5 server according to the implemented subprotocol.
AuthenticationList	Stores a dictionary with username/password combinations.
AuthNone	Authenticates a user on a SOCKS5 server according to the 'No Authentication' subprotocol.
AuthUserPass	Authenticates a user on a SOCKS5 server according to the username/password authentication subprotocol.

Delegates

Delegate	Description
AuthenticationCompleteDelegate	Defines the signature of the method to be called when the authentication is complete.

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AuthBase Class

Authenticates a user on a SOCKS5 server according to the implemented subprotocol.

For a list of all members of this type, see [AuthBase Members](#).

[System.Object](#) **AuthBase**

[Visual Basic]

MustInherit Class AuthBase

[C#]

abstract class AuthBase

Remarks

This is an abstract class. The subprotocol that's used to authenticate a user is specified in the subclasses of this base class.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

Assembly: Proxy.exe

See Also

[AuthBase Members](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase Members

Public Instance Constructors

AuthBase Constructor	Initializes a new instance of the AuthBase class.
--------------------------------------	---

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Fields

Callback	The method to call when the authentication is complete.
--------------------------	---

Protected Instance Properties

Buffer	Gets a buffer that can be used to receive data from the client connection.
Bytes	Gets or sets an array of bytes that can be used to store all received data.
Connection	Gets or sets the Socket connection between the proxy server and the SOCKS client.

Protected Instance Methods

AddBytes	Adds bytes to the array returned
--------------------------	----------------------------------

	by the Bytes property.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

StartAuthentication	Starts the authentication process.
-------------------------------------	------------------------------------

Private Instance Fields

m_Buffer	Holds the value of the Buffer property.
m_Bytes	Holds the value of the Bytes property.
m_Connection	Holds the value of the Connection property.

See Also

[AuthBase Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase Constructor

Initializes a new instance of the AuthBase class.

```
[Visual Basic] Public Sub New()
```

```
[C#]  
public AuthBase();
```

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase Fields

The fields of the **AuthBase** class are listed below. For a complete list of **AuthBase** class members, see the [AuthBase Members](#) topic.

Protected Instance Fields

Callback	The method to call when the authentication is complete.
--------------------------	---

Private Instance Fields

m_Buffer	Holds the value of the Buffer property.
m_Bytes	Holds the value of the Bytes property.
m_Connection	Holds the value of the Connection property.

See Also

[AuthBase Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.Callback Field

The method to call when the authentication is complete.

[Visual Basic] **Protected Callback As [Org.Mentalis.Proxy.Socks.Authentication.AuthenticationCompleteDelegate](#)**

[C#]

protected [AuthenticationCompleteDelegate](#) Callback;

See Also

[AuthBase Class](#) | [AuthBase Members](#) |

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.m_Buffer Field

Holds the value of the Buffer property.

```
[Visual Basic]Private m_Buffer As Byte()
```

```
[C#]  
private byte[] m_Buffer;
```

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthBase.m_Bytes Field

Holds the value of the Bytes property.

```
[Visual Basic]Private m_Bytes As Byte()
```

```
[C#]
private byte[] m_Bytes;
```

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.m_Connection Field

Holds the value of the Connection property.

```
[Visual Basic] Private m_Connection As System
```

```
[C#]  
private Socket m_Connection;
```

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthBase Properties

The properties of the **AuthBase** class are listed below. For a complete list of **AuthBase** class members, see the [AuthBase Members](#) topic.

Protected Instance Properties

Buffer	Gets a buffer that can be used to receive data from the client connection.
Bytes	Gets or sets an array of bytes that can be used to store all received data.
Connection	Gets or sets the Socket connection between the proxy server and the SOCKS client.

See Also

[AuthBase Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.Buffer Property

Gets a buffer that can be used to receive data from the client connection.

[Visual Basic] **Protected Readonly Property Buffer As Byte()**

[C#]
protected byte[] Buffer {get;}

Property Value

An array of bytes that can be used to receive data from the client connection.

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.Bytes Property

Gets or sets an array of bytes that can be used to store all received data.

[Visual Basic] **Protected Property Bytes As Byte()**

[C#]

```
protected byte[] Bytes {get; set;}
```

Property Value

An array of bytes that can be used to store all received data.

See Also

[AuthBase Class](#) | [AuthBase Members](#) |

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.Connection Property

Gets or sets the Socket connection between the proxy server and the SOCKS client.

[Visual Basic] **Protected Property Connection**

[C#]

```
protected System.Net.Sockets.Socket Connection
```

Property Value

A Socket instance defining the connection between the proxy server and the local client.

See Also

[AuthBase Class](#) | [AuthBase Members](#) |

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase Methods

The methods of the **AuthBase** class are listed below. For a complete list of **AuthBase** class members, see the [AuthBase Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes	Adds bytes to the array returned by the Bytes property.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

StartAuthentication	Starts the authentication process.
-------------------------------------	------------------------------------

See Also

[AuthBase Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.AddBytes Method

Adds bytes to the array returned by the Bytes property.

```
[Visual Basic]Protected Sub AddBytes( _
    ByVal NewBytes As Byte(), _
    ByVal Cnt As Integer _
)
```

```
[C#]
protected void AddBytes(
    byte[] NewBytes,
    int Cnt
);
```

Parameters

NewBytes

The bytes to add.

Cnt

The number of bytes to add.

See Also

[AuthBase Class](#) | [AuthBase Members](#) |

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthBase.StartAuthentication Method

Starts the authentication process.

```
[Visual Basic]MustOverride Friend Sub StartAuthentication(  
    ByVal Connection As System.Net.Sockets.Socket  
    ByVal Callback As Org.Mentalis.Proxy.Socks.AuthenticationCompleteDelegate)  
)
```

```
[C#]  
internal abstract void StartAuthentication(  
    Socket Connection,  
    AuthenticationCompleteDelegate Callback  
) ;
```

Parameters

Connection

The connection with the SOCKS client.

Callback

The method to call when the authentication is complete.

Remarks

This abstract method must be implemented in the subclasses, according to the selected subprotocol.

See Also

[AuthBase Class](#) | [AuthBase Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthenticationCompleteDelegate Delegate

Defines the signature of the method to be called when the authentication is complete.

```
[Visual Basic] Delegate Sub AuthenticationCom  
    ByVal Success As Boolean _  
)
```

```
[C#]  
    delegate void AuthenticationCompleteDelegate(  
        bool Success  
);
```

Parameters

Success

Specifies whether the authentication was successfull or not.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

Assembly: Proxy.exe

See Also

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthenticationList Class

Stores a dictionary with username/password combinations.

For a list of all members of this type, see [AuthenticationList Members](#).

[System.Object](#) **AuthenticationList**

[Visual Basic]

```
Public Class AuthenticationList
```

[C#]

```
public class AuthenticationList
```

Remarks

This class can be used by a SOCKS5 listener. This class uses an MD5 has to store the passwords in a secure manner. The username is treated in a case-insensitive manner, the password is treated case-sensitive.

Requirements

Namespace: [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

Assembly: Proxy.exe

See Also

[AuthenticationList Members](#) |

[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthenticationList Members

Public Instance Constructors

AuthenticationList Constructor	Initializes a new instance of the AuthenticationList class.
--	---

Public Instance Properties

Hashes	Gets an array with all the hashes in the authentication list.
Keys	Gets an array with all the keys in the authentication list.

Public Instance Methods

AddHash	Adds an item to the list.
AddItem	Adds an item to the list.
Clear	Clears the authentication list.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsHashPresent	Checks whether a user/passhash combination is present in the collection or not.
IsItemPresent	Checks whether a user/pass combination is present in the collection or not.
IsUserPresent	Checks whether a username is present in the collection or not.
RemoveItem	Removes an item from the list.

ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.
--	--

Protected Instance Properties

Listing	Gets the StringDictionary that's used to store the user/pass combinations.
-------------------------	--

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Private Instance Fields

m_Listing	Holds the value of the Listing property.
---------------------------	--

See Also

[AuthenticationList Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthenticationList Constructor

Initializes a new instance of the AuthenticationList class.

```
[Visual Basic] Public Sub New()
```

```
[C#]  
public AuthenticationList();
```

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthenticationList Fields

The fields of the **AuthenticationList** class are listed below. For a complete list of **AuthenticationList** class members, see the [AuthenticationList Members](#) topic.

Private Instance Fields

m_Listing	Holds the value of the Listing property.
---------------------------	--

See Also

[AuthenticationList Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.m_Listing Field

Holds the value of the Listing property.

```
[Visual Basic]Private m_Listing As System.Collections.I
```

```
[C#]
```

```
private StringDictionary m_Listing;
```

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList Properties

The properties of the **AuthenticationList** class are listed below. For a complete list of **AuthenticationList** class members, see the [AuthenticationList Members](#) topic.

Public Instance Properties

Hashes	Gets an array with all the hashes in the authentication list.
Keys	Gets an array with all the keys in the authentication list.

Protected Instance Properties

Listing	Gets the StringDictionary that's used to store the user/pass combinations.
-------------------------	--

See Also

[AuthenticationList Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.Hashes Property

Gets an array with all the hashes in the authentication list.

[Visual Basic] **Public Readonly Property Hashes As String()**

[C#]
public string[] Hashes {get;}

Property Value

An array of strings containing all the hashes in the authentication list.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.Keys Property

Gets an array with all the keys in the authentication list.

[Visual Basic] **Public Readonly Property Keys As String()**

[C#]

```
public string[] Keys {get; }
```

Property Value

An array of strings containing all the keys in the authentication list.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.Listing Property

Gets the StringDictionary that's used to store the user/pass combinations.

[Visual Basic] **Protected Readonly Property Listing**

[C#]
protected System.Collections.Specialized.StringDictionary Listing { get; }

Property Value

A StringDictionary object that's used to store the user/pass combinations.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList Methods

The methods of the **AuthenticationList** class are listed below. For a complete list of **AuthenticationList** class members, see the [AuthenticationList Members](#) topic.

Public Instance Methods

AddHash	Adds an item to the list.
AddItem	Adds an item to the list.
Clear	Clears the authentication list.
Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
IsHashPresent	Checks whether a user/passhash combination is present in the collection or not.
IsItemPresent	Checks whether a user/pass combination is present in the collection or not.
IsUserPresent	Checks whether a username is present in the collection or not.
RemoveItem	Removes an item from the list.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited)	Select the method name to go to

from Object)

the Microsoft documentation.

See Also

[AuthenticationList Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.AddHash Method

Adds an item to the list.

```
[Visual Basic]Public Sub AddHash( _
    ByVal Username As String, _
    ByVal PassHash As String _
)
```

```
[C#]
public void AddHash(
    string Username,
    string PassHash
);
```

Parameters

Username

The username to add.

PassHash

The hashed password to add.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Either Username or Password is null.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.AddItem Method

Adds an item to the list.

```
[Visual Basic]Public Sub AddItem( _
    ByVal Username As String, _
    ByVal Password As String _
)
```

```
[C#]
public void AddItem(
    string Username,
    string Password
);
```

Parameters

Username

The username to add.

Password

The corresponding password to add.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Either Username or Password is null.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.Clear Method

Clears the authentication list.

```
[Visual Basic] Public Sub Clear()
```

```
[C#]  
public void Clear();
```

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.IsHashPresent Method

Checks whether a user/passhash combination is present in the collection or not.

```
[Visual Basic]Public Function IsHashPresent(  
    ByVal Username As String, _  
    ByVal PassHash As String _  
) As Boolean
```

```
[C#]  
public bool IsHashPresent(  
    string Username,  
    string PassHash  
) ;
```

Parameters

Username

The username to search for.

PassHash

The corresponding password hash to search for.

Return Value

True when the user/passhash combination is present in the collection, false otherwise.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.IsItemPresent Method

Checks whether a user/pass combination is present in the collection or not.

```
[Visual Basic]Public Function IsItemPresent(  
    ByVal Username As String, _  
    ByVal Password As String _  
) As Boolean
```

```
[C#]  
public bool IsItemPresent(  
    string Username,  
    string Password  
) ;
```

Parameters

Username

The username to search for.

Password

The corresponding password to search for.

Return Value

True when the user/pass combination is present in the collection, false otherwise.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.IsUserPresent Method

Checks whether a username is present in the collection or not.

```
[Visual Basic]Public Function IsUserPresent(  
    ByVal Username As String _  
) As Boolean
```

```
[C#]  
public bool IsUserPresent(  
    string Username  
) ;
```

Parameters

Username

The username to search for.

Return Value

True when the username is present in the collection, false otherwise.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthenticationList.RemoveItem Method

Removes an item from the list.

```
[Visual Basic]Public Sub RemoveItem( _
    ByVal Username As String _
)
```

```
[C#]
public void RemoveItem(
    string Username
);
```

Parameters

Username

The username to remove.

Exceptions

Exception Type	Condition
System.ArgumentNullException	Username is null.

See Also

[AuthenticationList Class](#) | [AuthenticationList Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthNone Class

Authenticates a user on a SOCKS5 server according to the 'No Authentication' subprotocol.

For a list of all members of this type, see [AuthNone Members](#).

[System.Object](#) [AuthBase](#)

AuthNone

[Visual Basic]

```
NotInheritable Class AuthNone
    Inherits AuthBase
```

[C#]

```
sealed class AuthNone : AuthBase
```

Requirements

Namespace: [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

Assembly: Proxy.exe

See Also

[AuthNone Members](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthNone Members

Public Instance Constructors

AuthNone Constructor	Initializes a new instance of the AuthNone class.
--------------------------------------	---

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Fields

Callback	
--------------------------	--

Protected Instance Properties

Buffer (inherited from AuthBase)	Gets a buffer that can be used to receive data from the client connection.
Bytes (inherited from AuthBase)	Gets or sets an array of bytes that can be used to store all received data.
Connection (inherited from AuthBase)	Gets or sets the Socket connection between the proxy server and the SOCKS client.

Protected Instance Methods

AddBytes (inherited from AuthBase)	Adds bytes to the array returned by the Bytes property.
--	---

<u>Finalize</u> (inherited from Object)	Select the method name to go to the Microsoft documentation.
<u>MemberwiseClone</u> (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

<u>StartAuthentication</u>	Calls the parent class to inform it authentication is complete.
--	---

See Also

[AuthNone Class | Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthNone Constructor

Initializes a new instance of the AuthNone class.

```
[Visual Basic] Public Sub New()
```

```
[C#]  
public AuthNone();
```

See Also

[AuthNone Class](#) | [AuthNone Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthNone Fields

The fields of the **AuthNone** class are listed below. For a complete list of **AuthNone** class members, see the [AuthNone Members](#) topic.

Protected Instance Fields

Callback	
--------------------------	--

See Also

[AuthNone Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthNone.Callback Field

[Visual Basic] **Protected Callback As [Org.Mentalis.Proxy.Socks.Authentication.AuthenticationCompleteDelegate](#)**

[C#]
protected [AuthenticationCompleteDelegate](#) Callback;

See Also

[AuthNone Class](#) | [AuthNone Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthNone Methods

The methods of the **AuthNone** class are listed below. For a complete list of **AuthNone** class members, see the [AuthNone Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes (inherited from AuthBase)	Adds bytes to the array returned by the Bytes property.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

StartAuthentication	Calls the parent class to inform it authentication is complete.
-------------------------------------	---

See Also

[AuthNone Class | Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthNone.StartAuthentication Method

Calls the parent class to inform it authentication is complete.

```
[Visual Basic]Overrides Friend Sub StartAuthen
    ByVal Connection As System.Net.Sockets.Soc
    ByVal Callback As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
internal override void StartAuthentication(
    Socket Connection,
    AuthenticationCompleteDelegate Callback
);
```

Parameters

Connection

The connection with the SOCKS client.

Callback

The method to call when the authentication is complete.

See Also

[AuthNone Class](#) | [AuthNone Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass Class

Authenticates a user on a SOCKS5 server according to the username/password authentication subprotocol.

For a list of all members of this type, see [AuthUserPass Members](#).

[System.Object](#) [AuthBase](#)

AuthUserPass

[Visual Basic]

```
NotInheritable Class AuthUserPass
Inherits AuthBase
```

[C#]

```
sealed class AuthUserPass : AuthBase
```

Requirements

Namespace: [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

Assembly: Proxy.exe

See Also

[AuthUserPass Members](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Mentalis.org Proxy Documentation

AuthUserPass Members

Public Instance Constructors

AuthUserPass Constructor	Initializes a new instance of the AuthUserPass class.
--	---

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Fields

Callback	
--------------------------	--

Protected Instance Properties

Buffer (inherited from AuthBase)	Gets a buffer that can be used to receive data from the client connection.
Bytes (inherited from AuthBase)	Gets or sets an array of bytes that can be used to store all received data.
Connection (inherited from AuthBase)	Gets or sets the Socket connection between the proxy server and the SOCKS client.

Protected Instance Methods

AddBytes (inherited from AuthBase)	Adds bytes to the array returned by the Bytes property.
--	---

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

StartAuthentication	Starts the authentication process.
-------------------------------------	------------------------------------

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
----------------------------	---

Private Instance Properties

AuthList	Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.
--------------------------	---

Private Instance Methods

IsValidQuery	Checks whether the specified authentication query is a valid one.
OnOkSent	Called when an OK reply has been sent to the client.
OnRecvRequest	Called when we have received the initial authentication data from the SOCKS client.
OnUhohSent	Called when a negatieve reply has been sent to the client.
ProcessQuery	Processes an authentication query.

See Also

[AuthUserPass Class | Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass Constructor

Initializes a new instance of the AuthUserPass class.

```
[Visual Basic]Public Sub New( _
    ByVal AuthList As Org.Mentalis.Proxy.Socks.AuthenticationList)
)
```

```
[C#]
public AuthUserPass(
    AuthenticationList AuthList
);
```

Parameters

AuthList

An AuthenticationList object that contains the list of all valid username/password combinations.

Remarks

If the AuthList parameter is null, any username/password combination will be accepted.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass Fields

The fields of the **AuthUserPass** class are listed below. For a complete list of **AuthUserPass** class members, see the [AuthUserPass Members](#) topic.

Protected Instance Fields

Callback	
--------------------------	--

Private Instance Fields

m_AuthList	Holds the value of the AuthList property.
----------------------------	---

See Also

[AuthUserPass Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.Callback Field

[Visual Basic] **Protected Callback As [Org.Mentalis.Proxy.Socks.Authentication.AuthenticationCompleteDelegate](#)**

[C#]
protected [AuthenticationCompleteDelegate](#) Callback;

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.m_AuthList Field

Holds the value of the AuthList property.

```
[Visual Basic]Private m_AuthList As Org.Mentalis.Proxy.Socks.Authentication.AuthenticationList
```

```
[C#]
```

```
private AuthenticationList m_AuthList;
```

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass Properties

The properties of the **AuthUserPass** class are listed below. For a complete list of **AuthUserPass** class members, see the [AuthUserPass Members](#) topic.

Protected Instance Properties

Buffer (inherited from AuthBase)	Gets a buffer that can be used to receive data from the client connection.
Bytes (inherited from AuthBase)	Gets or sets an array of bytes that can be used to store all received data.
Connection (inherited from AuthBase)	Gets or sets the Socket connection between the proxy server and the SOCKS client.

Private Instance Properties

AuthList	Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.
--------------------------	---

See Also

[AuthUserPass Class](#) | [Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.AuthList Property

Gets or sets the AuthenticationList to use when a computer tries to authenticate on the proxy server.

[Visual Basic] **Private Property AuthList As Object**

[C#]

```
private AuthenticationList AuthList {get; set;}
```

Property Value

An instance of the AuthenticationList class that contains all the valid username/password combinations.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass Methods

The methods of the **AuthUserPass** class are listed below. For a complete list of **AuthUserPass** class members, see the [AuthUserPass Members](#) topic.

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

AddBytes (inherited from AuthBase)	Adds bytes to the array returned by the Bytes property.
Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

Internal Instance Methods

StartAuthentication	Starts the authentication process.
-------------------------------------	------------------------------------

Private Instance Methods

IsValidQuery	Checks whether the specified authentication query is a valid one.
OnOkSent	Called when an OK reply has

	been sent to the client.
OnRecvRequest	Called when we have received the initial authentication data from the SOCKS client.
OnUhohSent	Called when a negatiev reply has been sent to the client.
ProcessQuery	Processes an authentication query.

See Also

[AuthUserPass Class | Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.IsValidQuery Method

Checks whether the specified authentication query is a valid one.

```
[Visual Basic]Private Function IsValidQuery(  
    ByVal Query As Byte() _  
) As Boolean
```

```
[C#]  
private bool IsValidQuery(  
    byte[] Query  
) ;
```

Parameters

Query

The query to check.

Return Value

True if the query is a valid authentication query, false otherwise.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.OnOkSent Method

Called when an OK reply has been sent to the client.

```
[Visual Basic]Private Sub OnOkSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnOkSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.OnRecvRequest Method

Called when we have received the initial authentication data from the SOCKS client.

```
[Visual Basic]Private Sub OnRecvRequest( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnRecvRequest(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.OnUhohSent Method

Called when a negatieve reply has been sent to the client.

```
[Visual Basic]Private Sub OnUhohSent( _
    ByVal ar As System.IAsyncResult _
)
```

```
[C#]
private void OnUhohSent(
    IAsyncResult ar
);
```

Parameters

ar

The result of the asynchronous operation.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.ProcessQuery Method

Processes an authentication query.

```
[Visual Basic]Private Sub ProcessQuery( _
    ByVal Query As Byte() _
)
```

```
[C#]
private void ProcessQuery(
    byte[] Query
);
```

Parameters

Query

The query to process.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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AuthUserPass.StartAuthentication Method

Starts the authentication process.

```
[Visual Basic]Overrides Friend Sub StartAuthen
    ByVal Connection As System.Net.Sockets.Soc
    ByVal Callback As Org.Mentalis.Proxy.Socks
)
```

```
[C#]
internal override void StartAuthentication(
    Socket Connection,
    AuthenticationCompleteDelegate Callback
);
```

Parameters

Connection

The connection with the SOCKS client.

Callback

The method to call when the authentication is complete.

See Also

[AuthUserPass Class](#) | [AuthUserPass Members](#) |
[Org.Mentalis.Proxy.Socks.Authentication Namespace](#)

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Org.Mentalis.Utilities.ConsoleAttributes Namespace

[Namespace hierarchy](#)

Classes

Class	Description
ConsoleAttributes	The ConsoleAttributes class can change several attributes of your console window.

Structures

Structure	Description
CONSOLE_CURSOR_INFO	The CONSOLE_CURSOR_INFO structure contains information about the console cursor.
CONSOLE_SCREEN_BUFFER_INFO	The CONSOLE_SCREEN_BUFFER_INFO structure contains information about the console screen buffer.
COORD	The COORD structure defines coordinates of a character cell in the console screen buffer. The origin of the coordinate system (0,0) is the top-left cell of the buffer.
SMALL_RECT	The SMALL_RECT structure defines the coordinates of the upper-left and lower-right corners of a rectangle.

Enumerations

Enumeration	Description
ConsoleColor	Enumerates all available colors for the forecolor or the backcolor of the console.

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CONSOLE_CURSOR_INFO Structure

The CONSOLE_CURSOR_INFO structure contains information about the console cursor.

For a list of all members of this type, see [CONSOLE_CURSOR_INFO Members](#).

[System.Object](#) [ValueType](#)

CONSOLE_CURSOR_INFO

[Visual Basic]

Structure CONSOLE_CURSOR_INFO

[C#]

struct CONSOLE_CURSOR_INFO

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[CONSOLE_CURSOR_INFO Members](#) |

[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_CURSOR_INFO Members

Public Instance Fields

bVisible	Specifies the visibility of the cursor. If the cursor is visible, this member is TRUE (nonzero).
dwSize	Specifies a number between 1 and 100, indicating the percentage of the character cell that is filled by the cursor. The cursor appearance varies, ranging from completely filling the cell to showing up as a horizontal line at the bottom of the cell.

Public Instance Methods

Equals (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[CONSOLE_CURSOR_INFO Class |](#)
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_CURSOR_INFO Fields

The fields of the **CONSOLE_CURSOR_INFO** class are listed below. For a complete list of **CONSOLE_CURSOR_INFO** class members, see the [CONSOLE_CURSOR_INFO Members](#) topic.

Public Instance Fields

bVisible	Specifies the visibility of the cursor. If the cursor is visible, this member is TRUE (nonzero).
dwSize	Specifies a number between 1 and 100, indicating the percentage of the character cell that is filled by the cursor. The cursor appearance varies, ranging from completely filling the cell to showing up as a horizontal line at the bottom of the cell.

See Also

[CONSOLE_CURSOR_INFO Class](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_CURSOR_INFO.bVisible Field

Specifies the visibility of the cursor. If the cursor is visible, this member is TRUE (nonzero).

```
[Visual Basic] Public bVisible As Integer
```

```
[C#]  
public int bVisible;
```

See Also

[CONSOLE_CURSOR_INFO Class](#) | [CONSOLE_CURSOR_INFO Members](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_CURSOR_INFO.dwSize Field

Specifies a number between 1 and 100, indicating the percentage of the character cell that is filled by the cursor. The cursor appearance varies, ranging from completely filling the cell to showing up as a horizontal line at the bottom of the cell.

[Visual Basic] **Public dwSize As Integer**

[C#]

```
public int dwSize;
```

See Also

[CONSOLE_CURSOR_INFO Class](#) | [CONSOLE_CURSOR_INFO Members](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO Structure

The CONSOLE_SCREEN_BUFFER_INFO structure contains information about a console screen buffer.

For a list of all members of this type, see
[CONSOLE_SCREEN_BUFFER_INFO Members](#).

[System.Object ValueType](#)

CONSOLE_SCREEN_BUFFER_INFO

[Visual Basic]

Structure CONSOLE_SCREEN_BUFFER_INFO

[C#]

struct CONSOLE_SCREEN_BUFFER_INFO

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO Members

Public Instance Fields

dwCursorPosition	Specifies the column and row coordinates of the cursor in the screen buffer.
dwMaximumWindowSize	Specifies the maximum size of the console window, given the current screen buffer size and font and the screen size.
dwSize	Specifies the size, in character columns and rows, of the screen buffer.
srWindow	Specifies a SMALL_RECT structure that contains the screen buffer coordinates of the upper-left and lower-right corners of the display window.
wAttributes	Specifies the foreground (text) and background color attributes to be used for characters that are written to a screen buffer by the WriteFile and WriteConsole functions, or echoed to a screen buffer by the ReadFile and ReadConsole functions. The attribute values are some combination of the following values: FOREGROUND_BLUE, FOREGROUND_GREEN, FOREGROUND_RED, FOREGROUND_INTENSITY, BACKGROUND_BLUE, BACKGROUND_GREEN, BACKGROUND_RED, and BACKGROUND_INTENSITY.

Public Instance Methods

Equals (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class |](#)
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO Fields

The fields of the **CONSOLE_SCREEN_BUFFER_INFO** class are listed below. For a complete list of **CONSOLE_SCREEN_BUFFER_INFO** class members, see the [CONSOLE_SCREEN_BUFFER_INFO Members](#) topic.

Public Instance Fields

dwCursorPosition	Specifies the column and row coordinates of the cursor in the screen buffer.
dwMaximumWindowSize	Specifies the maximum size of the console window, given the current screen buffer size and font and the screen size.
dwSize	Specifies the size, in character columns and rows, of the screen buffer.
srWindow	Specifies a SMALL_RECT structure that contains the screen buffer coordinates of the upper-left and lower-right corners of the display window.
wAttributes	Specifies the foreground (text) and background color attributes to be used for characters that are written to a screen buffer by the WriteFile and WriteConsole functions, or echoed to a screen buffer by the ReadFile and ReadConsole functions. The attribute values are some combination of the following values: FOREGROUND_BLUE , FOREGROUND_GREEN , FOREGROUND_RED ,

FOREGROUND_INTENSITY,
BACKGROUND_BLUE,
BACKGROUND_GREEN,
BACKGROUND_RED, and
BACKGROUND_INTENSITY.

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class |](#)
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO.dwCursorPosition Fiel

Specifies the column and row coordinates of the cursor in the screen buffer.

[Visual Basic] **Public dwCursorPosition As Org**

[C#]
public COORD dwCursorPosition;

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class](#) |
[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO.dwMaximumWindowSize Field

Specifies the maximum size of the console window, given the current screen buffer size and font and the screen size.

```
[Visual Basic] Public dwMaximumWindowSize As !
```

```
[C#]  
public COORD dwMaximumWindowSize;
```

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class](#) |
[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO.dwSize Field

Specifies the size, in character columns and rows, of the screen buffer.

```
[Visual Basic]Public dwSize As Org.Mentalis.Utilities.ConsoleAttributes.COORD
```

```
[C#]  
public COORD dwSize;
```

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class](#) |
[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO.srWindow Field

Specifies a SMALL_RECT structure that contains the screen buffer coordinates of the upper-left and lower-right corners of the display window.

```
[Visual Basic]Public srWindow As Org.Mentalis.
```

```
[C#]  
public SMALL\_RECT srWindow;
```

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class](#) |
[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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CONSOLE_SCREEN_BUFFER_INFO.wAttributes Field

Specifies the foreground (text) and background color attributes to be used for characters that are written to a screen buffer by the WriteFile and WriteConsole functions, or echoed to a screen buffer by the ReadFile and ReadConsole functions. The attribute values are some combination of the following values: FOREGROUND_BLUE, FOREGROUND_GREEN, FOREGROUND_RED, FOREGROUND_INTENSITY, BACKGROUND_BLUE, BACKGROUND_GREEN, BACKGROUND_RED, and BACKGROUND_INTENSITY.

[Visual Basic] **Public wAttributes As Short**

[C#]
public short wAttributes;

See Also

[CONSOLE_SCREEN_BUFFER_INFO Class](#) |
[CONSOLE_SCREEN_BUFFER_INFO Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Class

The ConsoleAttributes class can change several attributes of your console window.

For a list of all members of this type, see [ConsoleAttributes Members](#).

[System.Object](#) **ConsoleAttributes**

[Visual Basic]

```
Public Class ConsoleAttributes
```

[C#]

```
public class ConsoleAttributes
```

Example

The following example wil change the forecolor of te console, disable 'EchoInput', ask for a string and show that string.

```
ConsoleAttributes.ForeColor = ConsoleColor.Black;
Console.WriteLine("Please enter your password:");
ConsoleAttributes.EchoInput = false;
string ThePass = Console.ReadLine();
ConsoleAttributes.EchoInput = true;
ConsoleAttributes.ForeColor = ConsoleColor.White;
Console.WriteLine("");
Console.WriteLine("The password you entered is: " + ThePass);
Console.WriteLine("Press enter to exit..");
Console.Read();
```

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[ConsoleAttributes Members](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Members

Public Static (Shared) Properties

BackColor	Gets or sets the color of the console background.
Caption	Gets or sets the caption of the console.
CursorVisible	Gets or sets whether the cursor is visible or not.
CursorX	Gets or sets the current cursors position on the x axis in the console.
CursorY	Gets or sets the current cursors position on the y axis in the console.
EchoInput	Gets or sets whether the console must echo the input or not.
ForeColor	Gets or sets the color of the console font.
OvrMode	Gets or sets whether the cursor is in overwrite-mode or not.
WindowHeight	Gets the height (in characters) of the console window.
WindowWidth	Gets the width (in characters) of the console window.

Public Static (Shared) Methods

MoveCursor	Moves the cursor to the specified location.
----------------------------	---

Internal Static (Shared) Methods

<u>GetConsoleMode</u>	The GetConsoleMode function reports the current input mode of a console's input buffer or the current output mode of a console screen buffer.
<u>GetConsoleScreenBufferInfo</u>	The GetConsoleScreenBufferInfo function retrieves information about the specified console screen buffer.
<u>GetConsoleTitle</u>	The GetConsoleTitle function retrieves the title bar string for the current console window.
<u>GetStdHandle</u>	The GetStdHandle function returns a handle for the standard input, standard output, or standard error device.
<u>SetConsoleCursorInfo</u>	The SetConsoleCursorInfo function sets the size and visibility of the cursor for the specified console screen buffer.
<u>SetConsoleCursorPosition</u>	The SetConsoleCursorPosition function sets the cursor position in the specified console screen buffer.
<u>SetConsoleMode</u>	The SetConsoleMode function sets the input mode of a console's input buffer or the output mode of a console screen buffer.
<u>SetConsoleTextAttribute</u>	The SetConsoleTextAttribute function sets the foreground (text) and background color attributes of characters written to the screen buffer by the

	WriteFile or WriteConsole function, or echoed by the ReadFile or ReadConsole function. This function affects only text written after the function call.
SetConsoleTitle	The SetConsoleTitle function sets the title bar string for the current console window.

Private Static (Shared) Fields

BacgroundColors	Lists all the possible background color values.
ENABLE_ECHO_INPUT	Characters read by the ReadFile or ReadConsole function are written to the active screen buffer as they are read. This mode can be used only if the ENABLE_LINE_INPUT mode is also enabled.
ForegroundColors	Lists all the possible foreground color values.
m_BackColor	Holds the backcolor of the console window.
m_CursorVisible	Holds the value of the CursorVisible property.
m_EchoInput	Holds the value of the EchoInput property.
m_ForeColor	Holds the forecolor of the console window.
m_OvrMode	Holds the value of the OvrMode property.
STD_INPUT_HANDLE	Standard input handle.

STD_OUTPUT_HANDLE

Standard output handle.

Private Static (Shared) Methods

[ChangeCursor](#)

Applies the current cursor settings.

Public Instance Constructors

[ConsoleAttributes Constructor](#)

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[ConsoleAttributes Class | Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Constructor

```
[Visual Basic] Public Sub New()
```

```
[C#]  
public ConsoleAttributes();
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Fields

The fields of the **ConsoleAttributes** class are listed below. For a complete list of **ConsoleAttributes** class members, see the [ConsoleAttributes Members](#) topic.

Private Static (Shared) Fields

BacgroundColors	Lists all the possible background color values.
ENABLE_ECHO_INPUT	Characters read by the ReadFile or ReadConsole function are written to the active screen buffer as they are read. This mode can be used only if the ENABLE_LINE_INPUT mode is also enabled.
ForegroundColors	Lists all the possible foreground color values.
m_BackColor	Holds the backcolor of the console window.
m_CursorVisible	Holds the value of the CursorVisible property.
m_EchoInput	Holds the value of the EchoInput property.
m_ForeColor	Holds the forecolor of the console window.
m_OvrMode	Holds the value of the OvrMode property.
STD_INPUT_HANDLE	Standard input handle.
STD_OUTPUT_HANDLE	Standard output handle.

See Also

[ConsoleAttributes Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes](#)

[Namespace](#)

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ConsoleAttributes.BacgroundColors Field

Lists all the possible background color values.

[Visual Basic] **Private Shared BacgroundColors**

[C#]

```
private static int[] BacgroundColors;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.ENABLE_ECHO_INPUT Field

Characters read by the ReadFile or ReadConsole function are written to the active screen buffer as they are read. This mode can be used only if the ENABLE_LINE_INPUT mode is also enabled.

```
[Visual Basic]Private Shared ENABLE_ECHO_INP
```

```
[C#]  
private static int ENABLE_ECHO_INPUT;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.ForegroundColors Field

Lists all the possible foreground color values.

[Visual Basic] **Private Shared ForegroundColor**

[C#]

```
private static int[] ForegroundColor;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.m_BackColor Field

Holds the backcolor of the console window.

```
[Visual Basic]Private Shared m_BackColor As [
```

```
[C#]
private static ConsoleColor m_BackColor;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.m_CursorVisible Field

Holds the value of the CursorVisible property.

```
[Visual Basic] Private Shared m_CursorVisible
```

```
[C#]  
private static bool m_CursorVisible;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.m_EchoInput Field

Holds the value of the EchoInput property.

```
[Visual Basic]Private Shared m_EchoInput As [
```

```
[C#]
private static bool m_EchoInput;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.m_ForeColor Field

Holds the forecolor of the console window.

```
[Visual Basic]Private Shared m_ForeColor As [
```

```
[C#]
private static ConsoleColor m_ForeColor;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.m_OvrMode Field

Holds the value of the OvrMode property.

```
[Visual Basic]Private Shared m_OvrMode As Boolean
```

```
[C#]
private static bool m_OvrMode;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.STD_INPUT_HANDLE Field

Standard input handle.

```
[Visual Basic]Private Shared STD_INPUT_HANDLE
```

```
[C#]
```

```
private static int STD_INPUT_HANDLE;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.STD_OUTPUT_HANDLE Field

Standard output handle.

```
[Visual Basic]Private Shared STD_OUTPUT_HANDLE
```

```
[C#]
```

```
private static int STD_OUTPUT_HANDLE;
```

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Properties

The properties of the **ConsoleAttributes** class are listed below. For a complete list of **ConsoleAttributes** class members, see the [ConsoleAttributes Members](#) topic.

Public Static (Shared) Properties

BackColor	Gets or sets the color of the console background.
Caption	Gets or sets the caption of the console.
CursorVisible	Gets or sets whether the cursor is visible or not.
CursorX	Gets or sets the current cursos position on the x axis in the console.
CursorY	Gets or sets the current cursos position on the y axis in the console.
EchoInput	Gets or sets whether the console must echo the input or not.
ForeColor	Gets or sets the color of the console font.
OvrMode	Gets or sets whether the cursor is in overwrite-mode or not.
WindowHeight	Gets the height (in characters) of the console window.
WindowWidth	Gets the width (in characters) of the console window.

See Also

[ConsoleAttributes Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes](#)

[Namespace](#)

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ConsoleAttributes.BackColor Property

Gets or sets the color of the console background.

```
[Visual Basic] Public Shared Property BackColor As Conso
```

```
[C#]
```

```
public static ConsoleColor BackColor {get; set;}
```

Property Value

A value of the ConsoleColor enum that specifies the color of the console background.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.Caption Property

Gets or sets the caption of the console.

[Visual Basic] **Public Shared Property Caption**

[C#]

```
public static string Caption {get; set;}
```

Property Value

A String that specifies the caption of the console.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.CursorVisible Property

Gets or sets whether the cursor is visible or not.

[Visual Basic] **Public Shared Property CursorVisible As Boolean**

[C#]

```
public static bool CursorVisible {get; set;}
```

Property Value

A boolean value that specifies the visibility of the cursor.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.CursorX Property

Gets or sets the current cursos position on the x axis in the console.

[Visual Basic] **Public Shared Property CursorX**

[C#]

```
public static short CursorX {get; set;}
```

Property Value

A short that specifies the current cursos position on the x axis in the console.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.CursorY Property

Gets or sets the current cursos position on the y axis in the console.

[Visual Basic] **Public Shared Property CursorY**

[C#]

```
public static short CursorY {get; set;}
```

Property Value

A short value that specifies the current cursos position on the y axis in the console.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.EchoInput Property

Gets or sets whether the console must echo the input or not.

[Visual Basic] **Public Shared Property EchoInput As Boolean**

[C#]

```
public static bool EchoInput {get; set;}
```

Property Value

A boolean value that specifies the console must echo the input or not.

Remarks

EchoInput is often turned off when the program asks the user to type in a password.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.ForeColor Property

Gets or sets the color of the console font.

```
[Visual Basic] Public Shared Property ForeColor As ConsoleColor
```

```
[C#]
```

```
public static ConsoleColor ForeColor {get; set;}
```

Property Value

A value of the ConsoleColor enum that specifies the color of the console font.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.OvrMode Property

Gets or sets whether the cursor is in overwrite-mode or not.

[Visual Basic] **Public Shared Property OvrMode**

[C#]

```
public static bool OvrMode {get; set;}
```

Property Value

A boolean value that specifies the mode of the cursor.

Remarks

In overwrite mode, the cursor size will be 50% of the character space instead of 25% in normal mode

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.WindowHeight Property

Gets the height (in characters) of the console window.

[Visual Basic] **Public Shared ReadOnly Property**

[C#]

```
public static int WindowHeight {get;}
```

Property Value

An integer that holds the height of the console window in characters.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.WindowWidth Property

Gets the width (in characters) of the console window.

[Visual Basic] **Public Shared ReadOnly Property**

[C#]

```
public static int WindowWidth {get;}
```

Property Value

An integer that holds the width of the console window in characters.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes Methods

The methods of the **ConsoleAttributes** class are listed below. For a complete list of **ConsoleAttributes** class members, see the [ConsoleAttributes Members](#) topic.

Public Static (Shared) Methods

MoveCursor	Moves the cursor to the specified location.
----------------------------	---

Internal Static (Shared) Methods

GetConsoleMode	The GetConsoleMode function reports the current input mode of a console's input buffer or the current output mode of a console screen buffer.
GetConsoleScreenBufferInfo	The GetConsoleScreenBufferInfo function retrieves information about the specified console screen buffer.
GetConsoleTitle	The GetConsoleTitle function retrieves the title bar string for the current console window.
GetStdHandle	The GetStdHandle function returns a handle for the standard input, standard output, or standard error device.
SetConsoleCursorInfo	The SetConsoleCursorInfo function sets the size and visibility of the cursor for the specified console screen buffer.
SetConsoleCursorPosition	The SetConsoleCursorPosition function sets the cursor position in the specified console screen

	buffer.
SetConsoleMode	The SetConsoleMode function sets the input mode of a console's input buffer or the output mode of a console screen buffer.
SetConsoleTextAttribute	The SetConsoleTextAttribute function sets the foreground (text) and background color attributes of characters written to the screen buffer by the WriteFile or WriteConsole function, or echoed by the ReadFile or ReadConsole function. This function affects only text written after the function call.
SetConsoleTitle	The SetConsoleTitle function sets the title bar string for the current console window.

Private Static (Shared) Methods

ChangeCursor	Applies the current cursor settings.
------------------------------	--------------------------------------

Public Instance Methods

Equals (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from Object)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from Object)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[ConsoleAttributes Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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Mentalis.org Proxy Documentation

ConsoleAttributes.ChangeCursor Method

Applies the current cursor settings.

[Visual Basic] **Private Shared Sub ChangeCursor()**

[C#]

```
private static void ChangeCursor();
```

Remarks

This method applies changes in the CursorVisible and OvrMode properties.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.GetConsoleMode Method

The GetConsoleMode function reports the current input mode of a console's input buffer or the current output mode of a console screen buffer.

```
[Visual Basic]Friend Shared Function GetConsoleMode(  
    ByVal hConsoleHandle As Integer,  
    ByRef lpConsoleCursorInfo As Integer  
) As Integer
```

```
[C#]  
internal static int GetConsoleMode(  
    int hConsoleHandle,  
    ref int lpConsoleCursorInfo  
) ;
```

Parameters

hConsoleHandle

Handle to a console input buffer or a screen buffer. The handle must have GENERIC_READ access.

lpConsoleCursorInfo

Pointer to a 32-bit variable that indicates the current mode of the specified buffer.

If the hConsoleHandle parameter is an input handle, the mode can be a combination of the following values. When a console is created, all input modes except ENABLE_WINDOW_INPUT are enabled by default.

- **ENABLE_LINE_INPUT**The ReadFile or ReadConsole function returns only when a carriage return character is read. If this mode is disabled, the functions return when one or more characters are available.
- **ENABLE_ECHO_INPUT**Characters read by the ReadFile or ReadConsole function are written to the active screen buffer as they are read. This mode can be used only if the ENABLE_LINE_INPUT mode is also

enabled.

- **ENABLE_PROCESSED_INPUT** `ctrl+c` is processed by the system and is not placed in the input buffer. If the input buffer is being read by `ReadFile` or `ReadConsole`, other control keys are processed by the system and are not returned in the `ReadFile` or `ReadConsole` buffer. If the `ENABLE_LINE_INPUT` mode is also enabled, backspace, carriage return, and linefeed characters are handled by the system.
- **ENABLE_WINDOW_INPUT** User interactions that change the size of the console screen buffer are reported in the console's input buffer. Information about these events can be read from the input buffer by applications using the `ReadConsoleInput` function, but not by those using `ReadFile` or `ReadConsole`.
- **ENABLE_MOUSE_INPUT** If the mouse pointer is within the borders of the console window and the window has the keyboard focus, mouse events generated by mouse movement and button presses are placed in the input buffer. These events are discarded by `ReadFile` or `ReadConsole`, even when this mode is enabled.

If the `hConsoleHandle` parameter is a screen buffer handle, the mode can be a combination of the following values. When a screen buffer is created, both output modes are enabled by default.

- **ENABLE_PROCESSED_OUTPUT** Characters written by the `WriteFile` or `WriteConsole` function or echoed by the `ReadFile` or `ReadConsole` function are parsed for ASCII control sequences, and the correct action is performed. Backspace, tab, bell, carriage return, and linefeed characters are processed.
- **ENABLE_WRAP_AT_EOL_OUTPUT** When writing with `WriteFile` or `WriteConsole` or echoing with `ReadFile` or `ReadConsole`, the cursor moves to the beginning of the next row when it reaches the end of the current row. This causes the rows displayed in the console window to

scroll up automatically when the cursor advances beyond the last row in the window. It also causes the contents of the screen buffer to scroll up (discarding the top row of the screen buffer) when the cursor advances beyond the last row in the screen buffer. If this mode is disabled, the last character in the row is overwritten with any subsequent characters.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.GetConsoleScreenBufferInfo Method

The GetConsoleScreenBufferInfo function retrieves information about the specified console screen buffer.

```
[Visual Basic]Friend Shared Function GetConsoleScreenBufferInfo( _  
    ByVal hConsoleOutput As Integer, _  
    ByRef lpConsoleScreenBufferInfo As Org.Mentalis.Utilities.  
    CONSOLE_SCREEN_BUFFER_INFO ) As Integer
```

```
[C#]  
internal static int GetConsoleScreenBufferInfo( _  
    int hConsoleOutput, _  
    ref CONSOLE_SCREEN_BUFFER_INFO lpConsoleScreenBufferInfo );
```

Parameters

hConsoleOutput

Handle to a console screen buffer. The handle must have GENERIC_READ access.

lpConsoleScreenBufferInfo

Pointer to a CONSOLE_SCREEN_BUFFER_INFO structure in which the screen buffer information is returned.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities Namespace](#)

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ConsoleAttributes.GetConsoleTitle Method

The GetConsoleTitle function retrieves the title bar string for the current console window.

```
[Visual Basic]Friend Shared Function GetConsoleTitle(  
    ByVal lpConsoleTitle As System.Text.StringBuilder,  
    ByVal nSize As Integer  
) As Integer
```

```
[C#]  
internal static int GetConsoleTitle(  
    StringBuilder lpConsoleTitle,  
    int nSize  
) ;
```

Parameters

lpConsoleTitle

Pointer to a buffer that receives a null-terminated string containing the text that appears in the title bar of the console window.

nSize

Specifies the size, in characters, of the buffer pointed to by the *lpConsoleTitle* parameter.

Return Value

If the function succeeds, the return value is the length, in characters, of the string copied to the buffer.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Mentalis.org Proxy Documentation

ConsoleAttributes.GetStdHandle Method

The GetStdHandle function returns a handle for the standard input, standard output, or standard error device.

```
[Visual Basic]Friend Shared Function GetStdHandle(  
    ByVal nStdHandle As Integer  
) As Integer
```

```
[C#]  
internal static int GetStdHandle(  
    int nStdHandle  
) ;
```

Parameters

nStdHandle

Specifies the device for which to return the handle. This parameter can have one of the following values:

- STD_INPUT_HANDLEStandard input handle.
- STD_OUTPUT_HANDLEStandard output handle.
- STD_ERROR_HANDLEStandard error handle.

Return Value

If the function succeeds, the return value is a handle to the specified device.

If the function fails, the return value is the INVALID_HANDLE_VALUE flag. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.MoveCursor Method

Moves the cursor to the specified location.

```
[Visual Basic]Public Shared Sub MoveCursor(  
    ByVal x As Short, _  
    ByVal y As Short _  
)
```

```
[C#]  
public static void MoveCursor(  
    short x,  
    short y  
) ;
```

Parameters

x

Specifies the x value of the new location.

y

Specifies the y value of the new location.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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Mentalis.org Proxy Documentation

ConsoleAttributes.SetConsoleCursorInfo Method

The SetConsoleCursorInfo function sets the size and visibility of the cursor for the specified console screen buffer.

```
[Visual Basic]Friend Shared Function SetConsoleCursorInfo(  
    ByVal hConsoleOutput As Integer,  
    ByRef lpConsoleCursorInfo As Org.Mentalis.  
) As Integer
```

```
[C#]  
internal static int SetConsoleCursorInfo(  
    int hConsoleOutput,  
    ref CONSOLE_CURSOR_INFO lpConsoleCursorInfo  
) ;
```

Parameters

hConsoleOutput

Handle to a console screen buffer. The handle must have GENERIC_WRITE access.

lpConsoleCursorInfo

Pointer to a CONSOLE_CURSOR_INFO structure containing the new specifications for the screen buffer's cursor.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.SetConsoleCursorPosition Method

The SetConsoleCursorPosition function sets the cursor position in the specified console screen buffer.

```
[Visual Basic]Friend Shared Function SetConsoleCursorPosition( _  
    ByVal hConsoleOutput As Integer, _  
    ByRef dwCursorPosition As Org.Mentalis.Utilities.COORD ) As Integer
```

```
[C#]  
internal static int SetConsoleCursorPosition(  
    int hConsoleOutput,  
    ref COORD dwCursorPosition  
) ;
```

Parameters

hConsoleOutput

Handle to a console screen buffer. The handle must have GENERIC_WRITE access.

dwCursorPosition

Specifies a COORD structure containing the new cursor position. The coordinates are the column and row of a screen buffer character cell. The coordinates must be within the boundaries of the screen buffer.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Mentalis.org Proxy Documentation

ConsoleAttributes.SetConsoleMode Method

The SetConsoleMode function sets the input mode of a console's input buffer or the output mode of a console screen buffer.

```
[Visual Basic]Friend Shared Function SetConsoleMode(  
    ByVal hConsoleHandle As Integer,  
    ByVal lpConsoleCursorInfo As Integer  
) As Integer
```

```
[C#]  
internal static int SetConsoleMode(  
    int hConsoleHandle,  
    int lpConsoleCursorInfo  
) ;
```

Parameters

hConsoleHandle

Handle to a console input buffer or a screen buffer. The handle must have GENERIC_WRITE access.

lpConsoleCursorInfo

Pointer to a 32-bit variable that indicates the current mode of the specified buffer.

If the *hConsoleHandle* parameter is an input handle, the mode can be a combination of the following values. When a console is created, all input modes except ENABLE_WINDOW_INPUT are enabled by default.

- **ENABLE_LINE_INPUT**The ReadFile or ReadConsole function returns only when a carriage return character is read. If this mode is disabled, the functions return when one or more characters are available.
- **ENABLE_ECHO_INPUT**Characters read by the ReadFile or ReadConsole function are written to the active screen buffer as they are read. This mode can be used only if the ENABLE_LINE_INPUT mode is also enabled.

- **ENABLE_PROCESSED_INPUT**
ctrl+c is processed by the system and is not placed in the input buffer. If the input buffer is being read by ReadFile or ReadConsole, other control keys are processed by the system and are not returned in the ReadFile or ReadConsole buffer. If the **ENABLE_LINE_INPUT** mode is also enabled, backspace, carriage return, and linefeed characters are handled by the system.
- **ENABLE_WINDOW_INPUT**
User interactions that change the size of the console screen buffer are reported in the console's input buffer. Information about these events can be read from the input buffer by applications using the ReadConsoleInput function, but not by those using ReadFile or ReadConsole.
- **ENABLE_MOUSE_INPUT**
If the mouse pointer is within the borders of the console window and the window has the keyboard focus, mouse events generated by mouse movement and button presses are placed in the input buffer. These events are discarded by ReadFile or ReadConsole, even when this mode is enabled.

If the hConsoleHandle parameter is a screen buffer handle, the mode can be a combination of the following values. When a screen buffer is created, both output modes are enabled by default.

- **ENABLE_PROCESSED_OUTPUT**
Characters written by the WriteFile or WriteConsole function or echoed by the ReadFile or ReadConsole function are parsed for ASCII control sequences, and the correct action is performed. Backspace, tab, bell, carriage return, and linefeed characters are processed.
- **ENABLE_WRAP_AT_EOL_OUTPUT**
When writing with WriteFile or WriteConsole or echoing with ReadFile or ReadConsole, the cursor moves to the beginning of the next row when it reaches the end of the current row. This causes the rows displayed in the console window to scroll up automatically when the cursor advances beyond

the last row in the window. It also causes the contents of the screen buffer to scroll up (discarding the top row of the screen buffer) when the cursor advances beyond the last row in the screen buffer. If this mode is disabled, the last character in the row is overwritten with any subsequent characters.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.SetConsoleTextAttribute Method

The SetConsoleTextAttribute function sets the foreground (text) and background color attributes of characters written to the screen buffer by the WriteFile or WriteConsole function, or echoed by the ReadFile or ReadConsole function. This function affects only text written after the function call.

```
[Visual Basic]Friend Shared Function SetConsoleTextAttribute(  
    ByVal hConsoleOutput As Integer,  
    ByVal wAttributes As Integer  
) As Integer
```

```
[C#]  
internal static int SetConsoleTextAttribute(  
    int hConsoleOutput,  
    int wAttributes  
);
```

Parameters

hConsoleOutput

Handle to a console screen buffer. The handle must have GENERIC_READ access.

wAttributes

Specifies the foreground and background color attributes. Any combination of the following values can be specified:
FOREGROUND_BLUE, FOREGROUND_GREEN,
foreground_RED, FOREGROUND_INTENSITY,
BACKGROUND_BLUE, BACKGROUND_GREEN,
BACKGROUND_RED, and BACKGROUND_INTENSITY.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleAttributes.SetConsoleTitle Method

The SetConsoleTitle function sets the title bar string for the current console window.

```
[Visual Basic]Friend Shared Function SetConsoleTitle(  
    ByVal lpConsoleTitle As String  
) As Integer
```

```
[C#]  
internal static int SetConsoleTitle(  
    string lpConsoleTitle  
) ;
```

Parameters

lpConsoleTitle

Pointer to a null-terminated string that contains the string to appear in the title bar of the console window.

Return Value

If the function succeeds, the return value is nonzero.

If the function fails, the return value is zero. To get extended error information, call GetLastError.

See Also

[ConsoleAttributes Class](#) | [ConsoleAttributes Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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ConsoleColor Enumeration

Enumerates all available colors for the forecolor or the backcolor of the console.

[Visual Basic] **Public Enum ConsoleColor**

[C#]
public enum ConsoleColor

Members

Member Name	Description
Black	Black
Red	Red
LightRed	Light red
Green	Green
LightGreen	Light green
Blue	Blue
LightBlue	Light blue
Gold	Gold
Yellow	Yellow
Cyan	Cyan
LightCyan	Light cyan
Purple	Purple
LightPurple	Light purple
Gray	Gray
White	White

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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COORD Structure

The COORD structure defines the coordinates of a character cell in a console screen buffer. The origin of the coordinate system (0,0) is at the top, left cell of the buffer.

For a list of all members of this type, see [COORD Members](#).

[System.Object](#) [ValueType](#)

COORD

[Visual Basic]
Structure COORD

[C#]
struct COORD

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[COORD Members](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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COORD Members

Public Instance Fields

X	Horizontal or column value.
Y	Vertical or row value.

Public Instance Methods

Equals (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[COORD Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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COORD Fields

The fields of the **COORD** class are listed below. For a complete list of **COORD** class members, see the [COORD Members](#) topic.

Public Instance Fields

<code>X</code>	Horizontal or column value.
<code>Y</code>	Vertical or row value.

See Also

[COORD Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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COORD.x Field

Horizontal or column value.

```
[Visual Basic] Public x As Short
```

```
[C#]  
public short x;
```

See Also

[COORD Class](#) | [COORD Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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COORD.y Field

Vertical or row value.

```
[Visual Basic] Public y As Short
```

```
[C#]  
public short y;
```

See Also

[COORD Class](#) | [COORD Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT Structure

The SMALL_RECT structure defines the coordinates of the upper left and lower right corners of a rectangle.

For a list of all members of this type, see [SMALL_RECT Members](#).

[System.Object](#) [ValueType](#)

SMALL_RECT

```
[Visual Basic]
Structure SMALL_RECT
```

```
[C#]
struct SMALL_RECT
```

Requirements

Namespace: [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

Assembly: Proxy.exe

See Also

[SMALL_RECT Members](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT Members

Public Instance Fields

Bottom	Specifies the y-coordinate of the lower right corner of the rectangle.
Left	Specifies the x-coordinate of the upper left corner of the rectangle.
Right	Specifies the x-coordinate of the lower right corner of the rectangle.
Top	Specifies the y-coordinate of the upper left corner of the rectangle.

Public Instance Methods

Equals (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from ValueType)	Select the method name to go to the Microsoft documentation.
GetType (inherited from Object)	Select the method name to go to the Microsoft documentation.
ToString (inherited from ValueType)	Select the method name to go to the Microsoft documentation.

Protected Instance Methods

Finalize (inherited from Object)	Select the method name to go to the Microsoft documentation.
MemberwiseClone (inherited from Object)	Select the method name to go to the Microsoft documentation.

See Also

[SMALL_RECT Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT Fields

The fields of the **SMALL_RECT** class are listed below. For a complete list of **SMALL_RECT** class members, see the [SMALL_RECT Members](#) topic.

Public Instance Fields

Bottom	Specifies the y-coordinate of the lower right corner of the rectangle.
Left	Specifies the x-coordinate of the upper left corner of the rectangle.
Right	Specifies the x-coordinate of the lower right corner of the rectangle.
Top	Specifies the y-coordinate of the upper left corner of the rectangle.

See Also

[SMALL_RECT Class](#) | [Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT.Bottom Field

Specifies the y-coordinate of the lower right corner of the rectangle.

[Visual Basic] **Public Bottom As Short**

[C#]
public short Bottom;

See Also

[SMALL_RECT Class](#) | [SMALL_RECT Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT.Left Field

Specifies the x-coordinate of the upper left corner of the rectangle.

```
[Visual Basic] Public Left As Short
```

```
[C#]  
public short Left;
```

See Also

[SMALL_RECT Class](#) | [SMALL_RECT Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT.Right Field

Specifies the x-coordinate of the lower right corner of the rectangle.

[Visual Basic] **Public Right As Short**

[C#]
public short Right;

See Also

[SMALL_RECT Class](#) | [SMALL_RECT Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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SMALL_RECT.Top Field

Specifies the y-coordinate of the upper left corner of the rectangle.

```
[Visual Basic] Public Top As Short
```

```
[C#]  
public short Top;
```

See Also

[SMALL_RECT Class](#) | [SMALL_RECT Members](#) |
[Org.Mentalis.Utilities.ConsoleAttributes Namespace](#)

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Org.Mentalis.Proxy namespace documentation

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Org.Mentalis.Proxy.Ftp Hierarchy

[System.Object](#) -[Client](#)

-[FtpClient](#)

-[FtpDataConnection](#)

-[HttpClient](#)

-[PortMapClient](#)

-[SocksClient](#)

-[Listener](#)

-[FtpListener](#)

-[HttpListener](#)

-[PortMapListener](#)

-[SocksListener](#)

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Org.Mentalis.Proxy.Http Hierarchy

[System.Object](#) -[Client](#)

- [FtpClient](#)
- [FtpDataConnection](#)
- [HttpClient](#)
- [PortMapClient](#)
- [SocksClient](#)
- [Listener](#)
- [FtpListener](#)
- [HttpListener](#)
- [PortMapListener](#)
- [SocksListener](#)

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Org.Mentalis.Proxy.PortMap Hierarchy

[System.Object](#) -[Client](#)

- [FtpClient](#)
- [FtpDataConnection](#)
- [HttpClient](#)
- [PortMapClient](#)
- [SocksClient](#)
- [Listener](#)
- [FtpListener](#)
- [HttpListener](#)
- [PortMapListener](#)
- [SocksListener](#)

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Org.Mentalis.Proxy.Socks Hierarchy

[System.Object](#) -Client

- [FtpClient](#)
- [FtpDataConnection](#)
- [HttpClient](#)
- [PortMapClient](#)
- [SocksClient](#)
- [Listener](#)
 - [FtpListener](#)
 - [HttpListener](#)
 - [PortMapListener](#)
 - [SocksListener](#)
- [SocksHandler](#)
 - [Socks4Handler](#)
 - [Socks5Handler](#)

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Org.Mentalis.Proxy.Socks.Authentication Hierarchy

[System.Object](#) -[AuthBase](#)

-[AuthNone](#)

-[AuthUserPass](#)

-[AuthenticationList](#)

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Org.Mentalis.Utilities.ConsoleAttributes Hierarchy

[System.Object](#) -[ConsoleAttributes](#)
[-ValueType](#)

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