Mentalis.org ProxySocket Documentation

ProxyException Class

The exception that is thrown when a proxy error occurs.

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

[System.Object](#)   [Exception](#)
　　ProxyException

```
[Visual Basic]
Public Class ProxyException
   Inherits Exception
   Implements ISerializable
```

```
[C#]
public class ProxyException : Exception, ISe
```

Requirements

Namespace: [Org.Mentalis.Network.ProxySocket Namespace](#)

Assembly: Org.Mentalis.Network.ProxySocket.dll

See Also

[ProxyException Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxyException Members

Public Static (Shared) Methods

Socks5ToString	Converts a SOCKS5 error number to a human readable string.

Public Instance Constructors

ProxyException	Overloaded. Initialize a new instance of the ProxyException class.

Public Instance Properties

HelpLink (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.
InnerException (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.
Message (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.
Source (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.
StackTrace (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.
TargetSite (inherited from **System.Exception**)	Select the method name to go to the Microsoft documentation.

Public Instance Methods

Equals (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
GetBaseException (inherited from **Exception**)	Select the method name to go to the Microsoft documentation.
GetHashCode (inherited from	Select the method name to go to

Object)	the Microsoft documentation.
[GetObjectData](#) (inherited from **Exception**)	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 **Exception**)	Select the method name to go to the Microsoft documentation.

Protected Instance Properties

[HResult](#) (inherited from **System.Exception**)	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

[ProxyException Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxyException

Initializes a new instance of the ProxyException class.

Overload List

Initializes a new instance of the ProxyException class.

[public ProxyException();](#)

Initializes a new instance of the ProxyException class.

[public ProxyException(string);](#)

Initializes a new instance of the ProxyException class.

[public ProxyException(int);](#)

See Also

[ProxyException Class](#) | [ProxyException Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxyException Constructor ()

Initializes a new instance of the ProxyException class.

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

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

See Also

[ProxyException Class](#) | [ProxyException Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#) | [ProxyException Constructor Overload List](#)

ProxyException Constructor (String)

Initializes a new instance of the ProxyException class.

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

```
[C#]
public ProxyException(
   string message
);
```

Parameters

message
    The message that describes the error.

See Also

ProxyException Class | ProxyException Members | Org.Mentalis.Network.ProxySocket Namespace | ProxyException Constructor Overload List

ProxyException Constructor (Int32)

Initializes a new instance of the ProxyException class.

```
[Visual Basic]Overloads Public Sub New( _
   ByVal socks5Error As Integer _
)
```

```
[C#]
public ProxyException(
   int socks5Error
);
```

Parameters

socks5Error
    The error number returned by a SOCKS5 server.

See Also

ProxyException Class | ProxyException Members | Org.Mentalis.Network.ProxySocket Namespace | ProxyException Constructor Overload List

ProxyException Methods

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

Public Static (Shared) Methods

[Socks5ToString](#)	Converts a SOCKS5 error number to a human readable string.

Public Instance Methods

[Equals](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[GetBaseException](#) (inherited from **Exception**)	Select the method name to go to the Microsoft documentation.
[GetHashCode](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[GetObjectData](#) (inherited from **Exception**)	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 **Exception**)	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

[ProxyException Class](#) | [Org.Mentalis.Network.ProxySocket](#)

[Namespace](#)

ProxyException.Socks5ToString Method

Converts a SOCKS5 error number to a human readable string.

```
[Visual Basic]Public Shared Function Socks5To
   ByVal socks5Error As Integer _
) As String
```

```
[C#]
public static string Socks5ToString(
   int socks5Error
);
```

Parameters

socks5Error
    The error number returned by a SOCKS5 server.

Return Value

A string representation of the specified SOCKS5 error number.

See Also

ProxyException Class | ProxyException Members |
Org.Mentalis.Network.ProxySocket Namespace

ProxySocket Class

Implements a Socket class that can connect trough a SOCKS proxy server.

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

[System.Object](#)   [Socket](#)
   ProxySocket

```
[Visual Basic]
Public Class ProxySocket
   Inherits Socket
   Implements IDisposable
```

```
[C#]
public class ProxySocket : Socket, IDisposab
```

Remarks

This class implements SOCKS4[A] and SOCKS5.
It does not, however, implement the BIND commands, so you cannot
.

Requirements

Namespace: [Org.Mentalis.Network.ProxySocket Namespace](#)

Assembly: Org.Mentalis.Network.ProxySocket.dll

See Also

[ProxySocket Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxySocket Members

Public Instance Constructors

[ProxySocket](#)	Overloaded. Initialize a new instance of the ProxySocket class.

Public Instance Properties

[AddressFamily](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Available](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Blocking](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Connected](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Handle](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[LocalEndPoint](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[ProtocolType](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[ProxyEndPoint](#)	Gets or sets the EndPoint of the proxy server.
[ProxyPass](#)	Gets or sets the password to use when authenticating with the proxy.
[ProxyType](#)	Gets or sets the type of proxy server to use.
[ProxyUser](#)	Gets or sets the username to use when authenticating with the proxy.

[RemoteEndPoint](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[SocketType](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.

Public Instance Methods

[Accept](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginAccept](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginConnect](#)	Overloaded. Begins an asynchronous request for a connection to a network device.
[BeginConnect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginReceive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginSend](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginSendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Bind](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Close](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Connect](#)	Overloaded. Establishes a connection to a remote device.
[Connect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndAccept](#) (inherited from	Select the method name to go to

Socket)	the Microsoft documentation.
[EndConnect](#)	Overloaded. Ends a pending asynchronous connection request.
[EndConnect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndReceive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndSend](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndSendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Equals](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[GetHashCode](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetType](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[IOControl](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Listen](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Poll](#) (inherited from **Socket**)	Select the method name to go to

	the Microsoft documentation.
[Receive](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](inherited from **Socket**)	Select the method name to go to the Microsoft documentation.

[SendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Shutdown](#) (inherited from **Socket**)	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

[Dispose](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Finalize](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[MemberwiseClone](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.

Explicit Interface Implementations

[IDisposable.Dispose](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.

See Also

[ProxySocket Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxySocket

Initializes a new instance of the ProxySocket class.

Overload List

Initializes a new instance of the ProxySocket class.

[public ProxySocket(AddressFamily,SocketType,ProtocolType);](#)

Initializes a new instance of the ProxySocket class.

[public ProxySocket(AddressFamily,SocketType,ProtocolType,string)](#)

Initializes a new instance of the ProxySocket class.

[public ProxySocket(AddressFamily,SocketType,ProtocolType,string,](#)

See Also

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

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ProxySocket Constructor (AddressFamily, SocketType, ProtocolType)

Initializes a new instance of the ProxySocket class.

```
[Visual Basic]Overloads Public Sub New( _
   ByVal addressFamily As System.Net.Sockets.
   ByVal socketType As System.Net.Sockets.Soc
   ByVal protocolType As System.Net.Sockets.P
)
```

```
[C#]
public ProxySocket(
   AddressFamily addressFamily,
   SocketType socketType,
   ProtocolType protocolType
);
```

Parameters

addressFamily
    One of the AddressFamily values.

socketType
    One of the SocketType values.

protocolType
    One of the ProtocolType values.

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	The combination of addressFamily, socketType, and protocolType results in an invalid socket.

See Also

ProxySocket Class | ProxySocket Members |

ProxySocket Constructor (AddressFamily, SocketType, ProtocolType, String)

Initializes a new instance of the ProxySocket class.

```
[Visual Basic]Overloads Public Sub New( _
   ByVal addressFamily As System.Net.Sockets.
   ByVal socketType As System.Net.Sockets.Soc
   ByVal protocolType As System.Net.Sockets.P
   ByVal proxyUsername As String _
)
```

```
[C#]
public ProxySocket(
   AddressFamily addressFamily,
   SocketType socketType,
   ProtocolType protocolType,
   string proxyUsername
);
```

Parameters

addressFamily
   One of the AddressFamily values.

socketType
   One of the SocketType values.

protocolType
   One of the ProtocolType values.

proxyUsername
   The username to use when authenticating with the proxy server.

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	The combination of addressFamily, socketType, and protocolType results in

	an invalid socket.
[System.ArgumentNullException](#)	`proxyUsername` is null.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#) | [ProxySocket Constructor Overload List](#)

ProxySocket Constructor (AddressFamily, SocketType, ProtocolType, String, String)

Initializes a new instance of the ProxySocket class.

```
[Visual Basic]Overloads Public Sub New( _
   ByVal addressFamily As System.Net.Sockets.
   ByVal socketType As System.Net.Sockets.Soc
   ByVal protocolType As System.Net.Sockets.P
   ByVal proxyUsername As String, _
   ByVal proxyPassword As String _
)
```

```
[C#]
public ProxySocket(
   AddressFamily addressFamily,
   SocketType socketType,
   ProtocolType protocolType,
   string proxyUsername,
   string proxyPassword
);
```

Parameters

addressFamily
    One of the AddressFamily values.

socketType
    One of the SocketType values.

protocolType
    One of the ProtocolType values.

proxyUsername
    The username to use when authenticating with the proxy server.

proxyPassword
    The password to use when authenticating with the proxy server.

Exceptions

Exception Type	Condition
System.Net.Sockets.SocketException	The combination of addressFamily, socketType, and protocolType results in an invalid socket.
System.ArgumentNullException	`proxyUsername` -or- `proxyPassword` is null.

See Also

ProxySocket Class | ProxySocket Members | Org.Mentalis.Network.ProxySocket Namespace | ProxySocket Constructor Overload List

ProxySocket Properties

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

Public Instance Properties

[AddressFamily](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Available](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Blocking](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Connected](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[Handle](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[LocalEndPoint](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[ProtocolType](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.
[ProxyEndPoint](#)	Gets or sets the EndPoint of the proxy server.
[ProxyPass](#)	Gets or sets the password to use when authenticating with the proxy.
[ProxyType](#)	Gets or sets the type of proxy server to use.
[ProxyUser](#)	Gets or sets the username to use when authenticating with the proxy.
[RemoteEndPoint](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.

[SocketType](#) (inherited from **System.Net.Sockets.Socket**)	Select the method name to go to the Microsoft documentation.

See Also

[ProxySocket Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxySocket.ProxyEndPoint Property

Gets or sets the EndPoint of the proxy server.

```
[Visual Basic]Public Property ProxyEndPoint A
```

```
[C#]
public System.Net.IPEndPoint ProxyEndPoint {g
```

Property Value

An IPEndPoint object that holds the IP address and the port of the proxy server.

See Also

ProxySocket Class | ProxySocket Members | Org.Mentalis.Network.ProxySocket Namespace

ProxySocket.ProxyPass Property

Gets or sets the password to use when authenticating with the proxy.

```
[Visual Basic]Public Property ProxyPass As S
```

```
[C#]
public string ProxyPass {get; set;}
```

Property Value

A string that holds the password that's used when authenticating with the proxy.

Exceptions

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

See Also

ProxySocket Class | ProxySocket Members |
Org.Mentalis.Network.ProxySocket Namespace

ProxySocket.ProxyType Property

Gets or sets the type of proxy server to use.

```
[Visual Basic]Public Property ProxyType As O
```

```
[C#]
public ProxyTypes ProxyType {get; set;}
```

Property Value

One of the ProxyTypes values.

See Also

ProxySocket Class | ProxySocket Members |
Org.Mentalis.Network.ProxySocket Namespace

ProxySocket.ProxyUser Property

Gets or sets the username to use when authenticating with the proxy.

```
[Visual Basic]Public Property ProxyUser As S
```

```
[C#]
public string ProxyUser {get; set;}
```

Property Value

A string that holds the username that's used when authenticating with the proxy.

Exceptions

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

See Also

ProxySocket Class | ProxySocket Members |
Org.Mentalis.Network.ProxySocket Namespace

ProxySocket Methods

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

Public Instance Methods

[Accept](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginAccept](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginConnect](#)	Overloaded. Begins an asynchronous request for a connection to a network device.
[BeginConnect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginReceive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginSend](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[BeginSendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Bind](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Close](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Connect](#)	Overloaded. Establishes a connection to a remote device.
[Connect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.

[EndAccept](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndConnect](#)	Overloaded. Ends a pending asynchronous connection request.
[EndConnect](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndReceive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndSend](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[EndSendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Equals](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[GetHashCode](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[GetType](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.
[IOControl](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Listen](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.

[Poll](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Receive](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[ReceiveFrom](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Send](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SendTo](#) (inherited from **Socket**)	Select the method name to go to

	the Microsoft documentation.
[SendTo](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[SetSocketOption](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Shutdown](#) (inherited from **Socket**)	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

[Dispose](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[Finalize](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.
[MemberwiseClone](#) (inherited from **Object**)	Select the method name to go to the Microsoft documentation.

Explicit Interface Implementations

[IDisposable.Dispose](#) (inherited from **Socket**)	Select the method name to go to the Microsoft documentation.

See Also

[ProxySocket Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

ProxySocket.BeginConnect

Begins an asynchronous request for a connection to a network device.

Overload List

Begins an asynchronous request for a connection to a network device.

[public IAsyncResult BeginConnect(EndPoint,AsyncCallback,object);](#)

Begins an asynchronous request for a connection to a network device.

[public IAsyncResult BeginConnect(string,int,AsyncCallback,object);](#)

[public IAsyncResult BeginConnect(EndPoint,AsyncCallback,object);](#)

See Also

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

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ProxySocket.BeginConnect Method (EndPoint, AsyncCallback, Object)

Begins an asynchronous request for a connection to a network device.

```
[Visual Basic]Overloads Public Function Begi
   ByVal remoteEP As System.Net.EndPoint, _
   ByVal callback As System.AsyncCallback, _
   ByVal state As Object _
) As System.IAsyncResult
```

```
[C#]
public IAsyncResult BeginConnect(
   EndPoint remoteEP,
   AsyncCallback callback,
   object state
);
```

Parameters

remoteEP
>   An EndPoint that represents the remote device.

callback
>   The AsyncCallback delegate.

state
>   An object that contains state information for this request.

Return Value

An IAsyncResult that references the asynchronous connection.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The remoteEP parameter is a null reference (Nothing in Visual Basic).

System.Net.Sockets.SocketException	An operating system error occurs while creating the Socket.
System.ObjectDisposedException	The Socket has been closed.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#) | [ProxySocket.BeginConnect Overload List](#)

ProxySocket.BeginConnect Method (EndPoint, AsyncCallback, Object)

Begins an asynchronous request for a connection to a network device.

```
[Visual Basic]
Overloads Public Function BeginConnect( _
   ByVal remoteEP As System.Net.EndPoint, _
   ByVal callback As System.AsyncCallback, _
   ByVal state As Object _
) As System.IAsyncResult
```

```
[C#]
public IAsyncResult BeginConnect(
   EndPoint remoteEP,
   AsyncCallback callback,
   object state
);
```

Parameters

remoteEP
   An EndPoint that represents the remote device.

callback
   The AsyncCallback delegate.

state
   An object that contains state information for this request.

Return Value

An IAsyncResult that references the asynchronous connection.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The remoteEP parameter is a null reference (Nothing in

	Visual Basic).
[System.Net.Sockets.SocketException](#)	An operating system error occurs while creating the Socket.
[System.ObjectDisposedException](#)	The Socket has been closed.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) |
[Org.Mentalis.Network.ProxySocket Namespace](#) |
[ProxySocket.BeginConnect Overload List](#)

ProxySocket.BeginConnect Method (String, Int32, AsyncCallback, Object)

Begins an asynchronous request for a connection to a network device.

```
[Visual Basic]Overloads Public Function Begi
   ByVal host As String, _
   ByVal port As Integer, _
   ByVal callback As System.AsyncCallback, _
   ByVal state As Object _
) As System.IAsyncResult
```

```
[C#]
public IAsyncResult BeginConnect(
   string host,
   int port,
   AsyncCallback callback,
   object state
);
```

Parameters

host
    The host to connect to.

port
    The port on the remote host to connect to.

callback
    The AsyncCallback delegate.

state
    An object that contains state information for this request.

Return Value

An IAsyncResult that references the asynchronous connection.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The host parameter is a null reference (Nothing in Visual Basic).
System.ArgumentException	The port parameter is invalid.
System.Net.Sockets.SocketException	An operating system error occurs while creating the Socket.
System.ObjectDisposedException	The Socket has been closed.

See Also

ProxySocket Class | ProxySocket Members |
Org.Mentalis.Network.ProxySocket Namespace |
ProxySocket.BeginConnect Overload List

ProxySocket.Connect

Establishes a connection to a remote device.

Overload List

Establishes a connection to a remote device.

[public void Connect(EndPoint);](#)

Establishes a connection to a remote device.

[public void Connect(string,int);](#)

[public void Connect(EndPoint);](#)

See Also

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

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ProxySocket.Connect Method (EndPoint)

Establishes a connection to a remote device.

```
[Visual Basic]Overloads Public Sub Connect( _
   ByVal remoteEP As System.Net.EndPoint _
)
```

```
[C#]
public void Connect(
   EndPoint remoteEP
);
```

Parameters

remoteEP
   An EndPoint that represents the remote device.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The remoteEP parameter is a null reference (Nothing in Visual Basic).
System.Net.Sockets.SocketException	An operating system error occurs while accessing the Socket.
System.ObjectDisposedException	The Socket has been closed.
Org.Mentalis.Network.ProxySocket.ProxyException	An error occured while talking to the

	proxy server.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) |
[Org.Mentalis.Network.ProxySocket Namespace](#) |
[ProxySocket.Connect Overload List](#)

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ProxySocket.Connect Method (EndPoint)

Establishes a connection to a remote device.

```
[Visual Basic]
Overloads Public Sub Connect( _
   ByVal remoteEP As System.Net.EndPoint _
)
```

```
[C#]
public void Connect(
   EndPoint remoteEP
);
```

Parameters

remoteEP
   An EndPoint that represents the remote device.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The remoteEP parameter is a null reference (Nothing in Visual Basic).
System.Net.Sockets.SocketException	An operating system error occurs while accessing the Socket.
System.ObjectDisposedException	The Socket has been closed.
Org.Mentalis.Network.ProxySocket.ProxyException	An error occured while

	talking to the proxy server.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) |
[Org.Mentalis.Network.ProxySocket Namespace](#) |
[ProxySocket.Connect Overload List](#)

ProxySocket.Connect Method (String, Int32)

Establishes a connection to a remote device.

```
[Visual Basic]Overloads Public Sub Connect( _
   ByVal host As String, _
   ByVal port As Integer _
)
```

```
[C#]
public void Connect(
   string host,
   int port
);
```

Parameters

host
   The remote host to connect to.

port
   The remote port to connect to.

Remarks

If you use this method with a SOCKS4 server, it will let the server resolve the hostname. Not all SOCKS4 servers support this 'remote DNS' though.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The host parameter is a null reference (Nothing in Visual Basic).
System.ArgumentException	The port parameter is

	invalid.
[System.Net.Sockets.SocketException](#)	An operating system error occurs while accessing the Socket.
[System.ObjectDisposedException](#)	The Socket has been closed.
[Org.Mentalis.Network.ProxySocket.ProxyException](#)	An error occured while talking to the proxy server.

See Also

[ProxySocket Class](#) | [ProxySocket Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#) | [ProxySocket.Connect Overload List](#)

ProxySocket.EndConnect Method (IAsyncResult)

Ends a pending asynchronous connection request.

```
[Visual Basic]Overloads Public Sub EndConnect
   ByVal asyncResult As System.IAsyncResult
)
```

```
[C#]
public void EndConnect(
   IAsyncResult asyncResult
);
```

Parameters

asyncResult
> Stores state information for this asynchronous operation as well as any user-defined data.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The asyncResult parameter is a null reference (Nothing in Visual Basic).
System.ArgumentException	The asyncResult parameter was not returned by a call to the BeginConnect method.
System.Net.Sockets.SocketException	An operating system error

	occurs while accessing the Socket.
System.ObjectDisposedException	The Socket has been closed.
System.InvalidOperationException	EndConnect was previously called for the asynchronous connection.
Org.Mentalis.Network.ProxySocket.ProxyException	The proxy server refused the connection.

See Also

ProxySocket Class | ProxySocket Members |
Org.Mentalis.Network.ProxySocket Namespace |
ProxySocket.EndConnect Overload List

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Mentalis.org ProxySocket Documentation

ProxySocket.EndConnect Method (IAsyncResult)

Ends a pending asynchronous connection request.

```
[Visual Basic]
Overloads Public Sub EndConnect( _
   ByVal asyncResult As System.IAsyncResult _
)
```

```
[C#]
public void EndConnect(
   IAsyncResult asyncResult
);
```

Parameters

asyncResult
> Stores state information for this asynchronous operation as well as any user-defined data.

Exceptions

Exception Type	Condition
System.ArgumentNullException	The asyncResult parameter is a null reference (Nothing in Visual Basic).
System.ArgumentException	The asyncResult parameter was not returned by a call to the BeginConnect method.
System.Net.Sockets.SocketException	An operating

	system error occurs while accessing the Socket.
System.ObjectDisposedException	The Socket has been closed.
System.InvalidOperationException	EndConnect was previously called for the asynchronous connection.
Org.Mentalis.Network.ProxySocket.ProxyException	The proxy server refused the connection.

See Also

ProxyTypes Enumeration

Specifies the type of proxy servers that an instance of the ProxySocket class can use.

```
[Visual Basic]Public Enum ProxyTypes
```

```
[C#]
public enum ProxyTypes
```

Members

Member Name	Description
None	No proxy server; the ProxySocket object behaves exactly like an ordinary Socket object.
Socks4	A SOCKS4[A] proxy server.
Socks5	A SOCKS5 proxy server.

Requirements

Namespace: Org.Mentalis.Network.ProxySocket Namespace

Assembly: Org.Mentalis.Network.ProxySocket.dll

See Also

Org.Mentalis.Network.ProxySocket Namespace

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