

## *Mentalis.org ProxySocket Documentation*

## HandShakeComplete Delegate

References the callback method to be called when the protocol negotiation is completed.

```
[Visual Basic] Delegate Sub HandShakeComplete(  
    ByVal error As System.Exception  
)
```

```
[C#]  
delegate void HandShakeComplete(  
    Exception error  
) ;
```

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Class

A class that implements the IAsyncResult interface. Objects from this class are returned by the BeginConnect method of the ProxySocket class.

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

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

```
[Visual Basic]
Class IAsyncProxyResult
    Implements IAsyncResult
```

```
[C#]
class IAsyncProxyResult : IAsyncResult
```

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Members

### Public Instance Constructors

[IAsyncProxyResult Constructor](#)

### Public Instance Properties

<a href="#">AsyncState</a>	Gets an object that was passed as the state parameter of the BeginXXXX method call.
<a href="#">AsyncWaitHandle</a>	The AsyncWaitHandle property returns the WaitHandle that can be used to perform a WaitHandle.WaitOne or WaitAny or WaitAll. The object which implements IAsyncResult need not derive from the System.WaitHandle classes directly. The WaitHandle wraps its underlying synchronization primitive and should be signaled after the call is completed. This enables the client to wait for the call to complete instead of polling. The Runtime supplies a number of waitable objects that mirror Win32 synchronization primitives e.g. ManualResetEvent, AutoResetEvent and Mutex. WaitHandle supplies methods that support waiting for such synchronization objects to become signaled with "any" or "all" semantics i.e. WaitHandle.WaitOne, WaitAny and WaitAll. Such methods are context aware to avoid deadlocks. The

	AsyncWaitHandle can be allocated eagerly or on demand. It is the choice of the IAsyncResult implementer.
<a href="#">CompletedSynchronously</a>	Gets a value that indicates whether the BeginXXXX call has been completed synchronously. If this is detected in the AsyncCallback delegate, it is probable that the thread that called BeginInvoke is the current thread.
<a href="#">IsCompleted</a>	Gets a value that indicates whether the server has completed processing the call. It is illegal for the server to use any client supplied resources outside of the agreed upon sharing semantics after it sets the IsCompleted property to "true". Thus, it is safe for the client to destroy the resources after IsCompleted property returns "true".

## Public Instance Methods

<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Internal Instance Fields

<a href="#">m_Completed</a>	Used internally to represent the state of the asynchronous request
-----------------------------	--

## Internal Instance Methods

<a href="#">Init</a>	Initializes the internal variables of this object
<a href="#">Reset</a>	Initializes the internal variables of this object

## Private Instance Fields

<a href="#">m_StateObject</a>	Holds the value of the StateObject property.
<a href="#">m_WaitHandle</a>	Holds the value of the WaitHandle property.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Constructor

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Fields

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

### Internal Instance Fields

<a href="#">m_Completed</a>	Used internally to represent the state of the asynchronous request
-----------------------------	--

### Private Instance Fields

<a href="#">m_StateObject</a>	Holds the value of the StateObject property.
<a href="#">m_WaitHandle</a>	Holds the value of the WaitHandle property.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.m\_Completed Field

Used internally to represent the state of the asynchronous request

```
[Visual Basic]Friend m_Completed As Boolean
```

```
[C#]  
internal bool m_Completed;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.m\_StateObject Field

Holds the value of the StateObject property.

```
[Visual Basic]Private m_StateObject As Object
```

```
[C#]  
private object m_StateObject;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.m\_WaitHandle Field

Holds the value of the WaitHandle property.

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

```
[C#]
```

```
private ManualResetEvent m_WaitHandle;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Properties

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

### Public Instance Properties

<a href="#">AsyncState</a>	Gets an object that was passed as the state parameter of the BeginXXXX method call.
<a href="#">AsyncWaitHandle</a>	The AsyncWaitHandle property returns the WaitHandle that can be used to perform a WaitHandle.WaitOne or WaitAny or WaitAll. The object which implements IAsyncResult need not derive from the System.WaitHandle classes directly. The WaitHandle wraps its underlying synchronization primitive and should be signaled after the call is completed. This enables the client to wait for the call to complete instead of polling. The Runtime supplies a number of waitable objects that mirror Win32 synchronization primitives e.g. ManualResetEvent, AutoResetEvent and Mutex. WaitHandle supplies methods that support waiting for such synchronization objects to become signaled with "any" or "all" semantics i.e. WaitHandle.WaitOne, WaitAny and WaitAll. Such methods are context aware to avoid deadlocks. The

	AsyncWaitHandle can be allocated eagerly or on demand. It is the choice of the IAsyncResult implementer.
<a href="#"><u>CompletedSynchronously</u></a>	Gets a value that indicates whether the BeginXXXX call has been completed synchronously. If this is detected in the AsyncCallback delegate, it is probable that the thread that called BeginInvoke is the current thread.
<a href="#"><u>IsCompleted</u></a>	Gets a value that indicates whether the server has completed processing the call. It is illegal for the server to use any client supplied resources outside of the agreed upon sharing semantics after it sets the IsCompleted property to "true". Thus, it is safe for the client to destroy the resources after IsCompleted property returns "true".

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.AsyncState Property

Gets an object that was passed as the state parameter of the BeginXXXX method call.

```
[Visual Basic]NotOverridable Public ReadOnly
```

```
[C#]  
public object AsyncState {final get;}
```

### Property Value

The object that was passed as the state parameter of the BeginXXXX method call.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.AsyncWaitHandle Property

The AsyncWaitHandle property returns the WaitHandle that can be used to perform a WaitHandle.WaitOne or WaitAny or WaitAll. The object which implements IAsyncResult need not derive from the System.WaitHandle classes directly. The WaitHandle wraps its underlying synchronization primitive and should be signaled after the call is completed. This enables the client to wait for the call to complete instead of polling. The Runtime supplies a number of waitable objects that mirror Win32 synchronization primitives e.g. ManualResetEvent, AutoResetEvent and Mutex. WaitHandle supplies methods that support waiting for such synchronization objects to become signaled with "any" or "all" semantics i.e. WaitHandle.WaitOne, WaitAny and WaitAll. Such methods are context aware to avoid deadlocks. The AsyncWaitHandle can be allocated eagerly or on demand. It is the choice of the IAsyncResult implementer.

```
[Visual Basic]NotOverridable Public ReadOnly
```

```
[C#]
public System.Threading.WaitHandle AsyncWaitH
```

### Property Value

The WaitHandle associated with this asynchronous result.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.CompletedSynchronously Property

Gets a value that indicates whether the BeginXXXX call has been completed synchronously. If this is detected in the AsyncCallback delegate, it is probable that the thread that called BeginInvoke is the current thread.

```
[Visual Basic]NotOverridable Public ReadOnly
```

```
[C#]
```

```
public bool CompletedSynchronously {final get;
```

### Property Value

Returns false.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.IsCompleted Property

Gets a value that indicates whether the server has completed processing the call. It is illegal for the server to use any client supplied resources outside of the agreed upon sharing semantics after it sets the IsCompleted property to "true". Thus, it is safe for the client to destroy the resources after IsCompleted property returns "true".

```
[Visual Basic]NotOverridable Public ReadOnly
```

```
[C#]
```

```
public bool IsCompleted {final get;}
```

### Property Value

A boolean that indicates whether the server has completed processing the call.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult Methods

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

### Public Instance Methods

<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Internal Instance Methods

<a href="#">Init</a>	Initializes the internal variables of this object
<a href="#">Reset</a>	Initializes the internal variables of this object

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.Init Method

Initializes the internal variables of this object

```
[Visual Basic]Friend Sub Init( _
    ByVal stateObject As Object _
)
```

```
[C#]
internal void Init(
    object stateObject
);
```

### Parameters

*stateObject*

An object that contains state information for this request.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## IAsyncProxyResult.Reset Method

Initializes the internal variables of this object

```
[Visual Basic]Friend Sub Reset()
```

```
[C#]  
internal void Reset();
```

### See Also

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

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## *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, ISer
```

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxyException Members

### Public Static (Shared) Methods

<a href="#">Socks5ToString</a>	Converts a SOCKS5 error number to a human readable string.
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### Public Instance Constructors

<a href="#">ProxyException</a>	Overloaded. Initialize a new instance of the ProxyException class.
--------------------------------	--

### Public Instance Properties

<a href="#">HelpLink</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">InnerException</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Message</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Source</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">StackTrace</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">TargetSite</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.

### Public Instance Methods

<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetBaseException</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from	Select the method name to go to

<b>Object</b> )	the Microsoft documentation.
<a href="#">GetObjectData</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.

## Protected Instance Properties

<a href="#">HResult</a> (inherited from <b>System.Exception</b> )	Select the method name to go to the Microsoft documentation.
---	--

## Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Internal Instance Fields

<a href="#">_HResult</a>	
<a href="#">_message</a>	

## Internal Instance Methods

<a href="#">InternalToString</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.
---	--

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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](#)

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## *Mentalis.org ProxySocket Documentation*

## 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](#)

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## *Mentalis.org ProxySocket Documentation*

## 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](#)

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## *Mentalis.org ProxySocket Documentation*

## 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](#)

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## *Mentalis.org ProxySocket Documentation*

## ProxyException Fields

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

### Internal Instance Fields

<a href="#">_HResult</a>	
<a href="#">_message</a>	

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxyException.\_HResult Field

```
[Visual Basic]Friend _HResult As Integer
```

```
[C#]  
internal int _HResult;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxyException.\_message Field

```
[Visual Basic]Friend _message As String
```

```
[C#]  
internal string _message;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">Socks5ToString</a>	Converts a SOCKS5 error number to a human readable string.
--------------------------------	--

### Public Instance Methods

<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetBaseException</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetObjectData</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Exception</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Internal Instance Methods

<a href="#">InternalToString</a> (inherited from	Select the method name to go to
--	---------------------------------

**Exception)**

the Microsoft documentation.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxyException.Socks5ToString Method

Converts a SOCKS5 error number to a human readable string.

```
[Visual Basic]Public Shared Function Socks5ToString(  
    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](#)

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket Class

Implements a Socket class that can connect through 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, IDisposable
```

### 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](#)

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket Members

### Public Instance Constructors

<a href="#">ProxySocket</a>	Overloaded. Initialize a new instance of the ProxySocket class.
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### Public Instance Properties

<a href="#">AddressFamily</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Available</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Blocking</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Connected</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Handle</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">LocalEndPoint</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ProtocolType</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ProxyEndPoint</a>	Gets or sets the EndPoint of the proxy server.
<a href="#">ProxyPass</a>	Gets or sets the password to use when authenticating with the proxy.
<a href="#">ProxyType</a>	Gets or sets the type of proxy server to use.
<a href="#">ProxyUser</a>	Gets or sets the username to use when authenticating with the proxy.

<a href="#">RemoteEndPoint</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SocketType</a> (inherited from <b>System.Net.Sockets.Socket</b> )	Select the method name to go to the Microsoft documentation.

## Public Instance Methods

<a href="#">Accept</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginAccept</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginConnect</a>	Overloaded. Begins an asynchronous request for a connection to a network device.
<a href="#">BeginConnect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginReceive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginSend</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginSendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Bind</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Close</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Connect</a>	Overloaded. Establishes a connection to a remote device.
<a href="#">Connect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndAccept</a> (inherited from	Select the method name to go to

<a href="#">Socket</a>	Select the method name to go to the Microsoft documentation.
<a href="#">EndConnect</a>	Overloaded. Ends a pending asynchronous connection request.
<a href="#">EndConnect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndReceive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndSend</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndSendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">IOControl</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Listen</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Poll</a> (inherited from <b>Socket</b> )	Select the method name to go to

	the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.

<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Shutdown</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Protected Instance Methods

<a href="#">Dispose</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Finalize</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Internal Instance Fields

<a href="#">incallback</a>	
<a href="#">m_AsyncEvent</a>	
<a href="#">m_BlockEventBits</a>	
<a href="#">m_Handle</a>	
<a href="#">m_RightEndPoint</a>	

## Internal Instance Methods

<a href="#">BeginDns</a>	Begins an asynchronous request to resolve a DNS host name or
--------------------------	--

IP address in dotted-quad notation to an IPAddress instance.

## Private Instance Fields

<a href="#"><u>CallBack</u></a>	Holds a pointer to the method that should be called when the Socket is connected to the remote device.
<a href="#"><u>m_AsyncResult</u></a>	Holds the value of the AsyncResult property.
<a href="#"><u>m_ProxyEndPoint</u></a>	Holds the value of the ProxyEndPoint property.
<a href="#"><u>m_ProxyPass</u></a>	Holds the value of the ProxyPass property.
<a href="#"><u>m_ProxyType</u></a>	Holds the value of the ProxyType property.
<a href="#"><u>m_ProxyUser</u></a>	Holds the value of the ProxyUser property.
<a href="#"><u>m_RemotePort</u></a>	Holds the value of the RemotePort property.
<a href="#"><u>m_State</u></a>	Holds the value of the State property.
<a href="#"><u>m_ToThrow</u></a>	Holds the value of the ToThrow property.

## Private Instance Properties

<a href="#"><u>AsyncResult</u></a>	Gets or sets the asynchronous result object.
<a href="#"><u>RemotePort</u></a>	Gets or sets the remote port the user wants to connect to.
<a href="#"><u>State</u></a>	Gets or sets a user-defined object.

### [ToThrow](#)

Gets or sets the exception to throw when the EndConnect method is called.

## Private Instance Methods

<a href="#">OnConnect</a>	Called when the Socket is connected to the remote host.
<a href="#">OnHandShakeComplete</a>	Called when the Socket has finished talking to the proxy server and is ready to relay data.
<a href="#">OnResolved</a>	Called when the specified hostname has been resolved.

## Explicit Interface Implementations

<a href="#">IDisposable.Dispose</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
---	--

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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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## *Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.Net.Sockets.SocketException</a>	The combination of addressFamily, socketType, and protocolType results in an invalid socket.

### See Also

[ProxySocket Class](#) | [ProxySocket Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.Net.Sockets.SocketException</a>	The combination of addressFamily, socketType, and protocolType results in

	an invalid socket.
<a href="#">System.ArgumentNullException</a>	proxyUsername is null.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.Net.Sockets.SocketException</a>	The combination of addressFamily, socketType, and protocolType results in an invalid socket.
<a href="#">System.ArgumentNullException</a>	proxyUsername -or- proxyPassword is null.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket Fields

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

### Internal Instance Fields

<a href="#">incallback</a>	
<a href="#">m_AsyncEvent</a>	
<a href="#">m_BlockEventBits</a>	
<a href="#">m_Handle</a>	
<a href="#">m_RightEndPoint</a>	

### Private Instance Fields

<a href="#">CallBack</a>	Holds a pointer to the method that should be called when the Socket is connected to the remote device.
<a href="#">m_AsyncResult</a>	Holds the value of the AsyncResult property.
<a href="#">m_ProxyEndPoint</a>	Holds the value of the ProxyEndPoint property.
<a href="#">m_ProxyPass</a>	Holds the value of the ProxyPass property.
<a href="#">m_ProxyType</a>	Holds the value of the ProxyType property.
<a href="#">m_ProxyUser</a>	Holds the value of the ProxyUser property.
<a href="#">m_RemotePort</a>	Holds the value of the RemotePort property.
<a href="#">m_State</a>	Holds the value of the State property.

[m\\_ToThrow](#)

Holds the value of the ToThrow property.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.CallBack Field

Holds a pointer to the method that should be called when the Socket is connected to the remote device.

[Visual Basic] **Private CallBack As System.AsyncCallback**

[C#]  
**private AsyncCallback CallBack;**

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.incallback Field

```
[Visual Basic]Friend incallback As Boolean
```

```
[C#]  
internal bool incallback;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_AsyncEvent Field

```
[Visual Basic]Friend m_AsyncEvent As System..
```

```
[C#]  
internal AutoResetEvent m_AsyncEvent;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_AsyncResult Field

Holds the value of the AsyncResult property.

```
[Visual Basic]Private m_AsyncResult As Org.Mentalis.Network.IAsyncProxyResult
```

```
[C#]
```

```
private IAsyncProxyResult m_AsyncResult;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_BlockEventBits Field

```
[Visual Basic]Friend m_BlockEventBits As System.
```

```
[C#]  
internal AsyncEventBits m_BlockEventBits;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_Handle Field

```
[Visual Basic]Friend m_Handle As System.IntPtr
```

```
[C#]  
internal IntPtr m_Handle;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_ProxyEndPoint Field

Holds the value of the ProxyEndPoint property.

```
[Visual Basic]Private m_ProxyEndPoint As System.IPEndPoint
```

```
[C#]
```

```
private IPEndPoint m_ProxyEndPoint;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_ProxyPass Field

Holds the value of the ProxyPass property.

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_ProxyType Field

Holds the value of the ProxyType property.

```
[Visual Basic]Private m_ProxyType As Org.Mentalis.Network.ProxyTypes
```

```
[C#]
```

```
private ProxyTypes m_ProxyType;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_ProxyUser Field

Holds the value of the ProxyUser property.

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_RemotePort Field

Holds the value of the RemotePort property.

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

```
[C#]  
private int m_RemotePort;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_RightEndPoint Field

```
[Visual Basic]Friend m_RightEndPoint As System.IPEndPoint
```

```
[C#]  
internal EndPoint m_RightEndPoint;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_State Field

Holds the value of the State property.

```
[Visual Basic] Private m_State As Object
```

```
[C#]  
private object m_State;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.m\_ToThrow Field

Holds the value of the ToThrow property.

```
[Visual Basic]Private m_ToThrow As System.Exception
```

```
[C#]
```

```
private Exception m_ToThrow;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

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

<a href="#"><u>SocketType</u></a> (inherited from <a href="#"><u>System.Net.Sockets.Socket</u></a> )	Select the method name to go to the Microsoft documentation.
--	--

## Private Instance Properties

<a href="#"><u>AsyncResult</u></a>	Gets or sets the asynchronous result object.
<a href="#"><u>RemotePort</u></a>	Gets or sets the remote port the user wants to connect to.
<a href="#"><u>State</u></a>	Gets or sets a user-defined object.
<a href="#"><u>ToThrow</u></a>	Gets or sets the exception to throw when the EndConnect method is called.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.AsyncResult Property

Gets or sets the asynchronous result object.

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

[C#]

```
private IAsyncResult AsyncResult {get; set;}
```

### Property Value

An instance of the IAsyncResult class.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.ProxyEndPoint Property

Gets or sets the EndPoint of the proxy server.

[Visual Basic] **Public Property ProxyEndPoint** As IPPEndPoint

[C#]

```
public System.Net.IPEndPoint ProxyEndPoint {
```

### Property Value

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.ProxyPass Property

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

[Visual Basic] **Public Property ProxyPass As String**

[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
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.ProxyType Property

Gets or sets the type of proxy server to use.

[Visual Basic] **Public Property ProxyType As [Object](#)**

[C#]

```
public ProxyTypes ProxyType {get; set;}
```

### Property Value

One of the [ProxyTypes](#) values.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.ProxyUser Property

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

[Visual Basic] **Public Property ProxyUser As String**

[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
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.RemotePort Property

Gets or sets the remote port the user wants to connect to.

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

[C#]

```
private int RemotePort {get; set;}
```

### Property Value

An integer that specifies the port the user wants to connect to.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.State Property

Gets or sets a user-defined object.

[Visual Basic] **Private Property State As Object**

[C#]

```
private object State {get; set;}
```

### Property Value

The user-defined object.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.Throw Property

Gets or sets the exception to throw when the EndConnect method is called.

[Visual Basic] **Private Property Throw As System.Exception**

[C#]

```
private System.Exception Throw {get; set;}
```

### Property Value

An instance of the Exception class (or subclasses of Exception).

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">Accept</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginAccept</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginConnect</a>	Overloaded. Begins an asynchronous request for a connection to a network device.
<a href="#">BeginConnect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginReceive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginSend</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">BeginSendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Bind</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Close</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Connect</a>	Overloaded. Establishes a connection to a remote device.
<a href="#">Connect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.

<a href="#">EndAccept</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndConnect</a>	Overloaded. Ends a pending asynchronous connection request.
<a href="#">EndConnect</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndReceive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndSend</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">EndSendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">IOControl</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Listen</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.

<a href="#">Poll</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Receive</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ReceiveFrom</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Send</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to

	the Microsoft documentation.
<a href="#">SendTo</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">SetSocketOption</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Shutdown</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Protected Instance Methods

<a href="#">Dispose</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Finalize</a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Internal Instance Methods

<a href="#">BeginDns</a>	Begins an asynchronous request to resolve a DNS host name or IP address in dotted-quad notation to an <b>IPAddress</b> instance.
--------------------------	--

## Private Instance Methods

<a href="#">OnConnect</a>	Called when the <b>Socket</b> is connected to the remote host.

<a href="#"><u>OnHandShakeComplete</u></a>	Called when the Socket has finished talking to the proxy server and is ready to relay data.
<a href="#"><u>OnResolved</u></a>	Called when the specified hostname has been resolved.

## Explicit Interface Implementations

<a href="#"><u>IDisposable.Dispose</u></a> (inherited from <b>Socket</b> )	Select the method name to go to the Microsoft documentation.
--	--

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## **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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## *Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.ArgumentNullException</a>	The remoteEP parameter is a null reference (Nothing in Visual Basic).

<a href="#"><u>System.Net.Sockets.SocketException</u></a>	An operating system error occurs while creating the Socket.
<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.

## See Also

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

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*Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.ArgumentNullException</a>	The remoteEP parameter is a null reference (Nothing in

	Visual Basic).
<a href="#"><u>System.Net.Sockets.SocketException</u></a>	An operating system error occurs while creating the Socket.
<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

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

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

```
[Visual Basic]Overloads Public Function BeginConnect(  
    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
<a href="#">System.ArgumentNullException</a>	The host parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.ArgumentException</a>	The port parameter is invalid.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while creating the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.BeginDns Method

Begins an asynchronous request to resolve a DNS host name or IP address in dotted-quad notation to an IPAddress instance.

```
[Visual Basic]Friend Function BeginDns( _
    ByVal host As String, _
    ByVal callback As Org.Mentalis.Network.Proc
) As Org.Mentalis.Network.ProxySocket.IAsyncI
```

```
[C#]
internal IAsyncResult BeginDns(
    string host,
    HandshakeComplete callback
);
```

### Parameters

*host*

The host to resolve.

*callback*

The method to call when the hostname has been resolved.

### Return Value

An IAsyncResult instance that references the asynchronous request.

### Exceptions

Exception Type	Condition
<a href="#">System.Net.Sockets.SocketException</a>	There was an error while trying to resolve the host.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.Connect Method (EndPoint)

Establishes a connection to a remote device.

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

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

### Parameters

*remoteEP*

An EndPoint that represents the remote device.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The remoteEP parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	An error occurred 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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*Mentalis.org ProxySocket Documentation*

## ProxySocket.Connect Method (EndPoint)

Establishes a connection to a remote device.

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

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

### Parameters

*remoteEP*

An EndPoint that represents the remote device.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The remoteEP parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	An error occurred 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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## *Mentalis.org ProxySocket Documentation*

## 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
<a href="#">System.ArgumentNullException</a>	The host parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.ArgumentException</a>	The port parameter is

	invalid.
<a href="#"><u>System.Net.Sockets.SocketException</u></a>	An operating system error occurs while accessing the Socket.
<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.
<a href="#"><u>Org.Mentalis.Network.ProxySocket.ProxyException</u></a>	An error occurred 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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## *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
<a href="#">System.ArgumentNullException</a>	The <i>asyncResult</i> parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.ArgumentException</a>	The <i>asyncResult</i> parameter was not returned by a call to the <i>BeginConnect</i> method.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error

	occurs while accessing the Socket.
<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.
<a href="#"><u>System.InvalidOperationException</u></a>	EndConnect was previously called for the asynchronous connection.
<a href="#"><u>Org.Mentalis.Network.ProxySocket.ProxyException</u></a>	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
<a href="#">System.ArgumentNullException</a>	The <i>asyncResult</i> parameter is a null reference (Nothing in Visual Basic).
<a href="#">System.ArgumentException</a>	The <i>asyncResult</i> parameter was not returned by a call to the <i>BeginConnect</i> method.
<a href="#">System.Net.Sockets.SocketException</a>	An operating

	system error occurs while accessing the Socket.
<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.
<a href="#"><u>System.InvalidOperationException</u></a>	EndConnect was previously called for the asynchronous connection.
<a href="#"><u>Org.Mentalis.Network.ProxySocket.ProxyException</u></a>	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.OnConnect Method

Called when the Socket is connected to the remote host.

```
[Visual Basic]Private Sub OnConnect( _  
    ByVal asyncResult As System.IAsyncResult  
)
```

```
[C#]  
private void OnConnect(  
    IAsyncResult asyncResult  
) ;
```

### Parameters

*asyncResult*

The result of the asynchronous operation.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.OnHandShakeComplete Method

Called when the Socket has finished talking to the proxy server and is ready to relay data.

```
[Visual Basic]Private Sub OnHandShakeComplete(  
    ByVal error As System.Exception  
)
```

```
[C#]  
private void OnHandShakeComplete(  
    Exception error  
);
```

### Parameters

*error*

The error to throw when the EndConnect method is called.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## ProxySocket.OnResolved Method

Called when the specified hostname has been resolved.

```
[Visual Basic]Private Sub OnResolved( _  
    ByVal asyncResult As System.IAsyncResult  
)
```

```
[C#]  
private void OnResolved(  
    IAsyncResult asyncResult  
) ;
```

### Parameters

*asyncResult*

The result of the asynchronous operation.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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
<b>None</b>	No proxy server; the ProxySocket object behaves exactly like an ordinary Socket object.
<b>Socks4</b>	A SOCKS4[A] proxy server.
<b>Socks5</b>	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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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler Class

Implements the SOCKS4[A] protocol.

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.Network.ProxySocket Namespace](#)

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

[Socks4Handler Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler Members

### Public Instance Constructors

<a href="#">Socks4Handler Constructor</a>	Initializes a new instance of the SocksHandler class.
---	---

### Public Instance Methods

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with a SOCKS proxy server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with the SOCKS server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	
----------------------------------	--

### Protected Instance Properties

<a href="#">AsyncResult</a> (inherited from <b>SocksHandler</b> )	Gets or sets the return value of the BeginConnect call.
<a href="#">Buffer</a> (inherited from <b>SocksHandler</b> )	Gets or sets a byte buffer.
<a href="#">Received</a> (inherited from <b>SocksHandler</b> )	Gets or sets the number of bytes that have been received from the remote proxy server.

<a href="#">Server</a> (inherited from <b>SocksHandler</b> )	Gets or sets the socket connection with the proxy server.
<a href="#">Username</a> (inherited from <b>SocksHandler</b> )	Gets or sets the username to use when authenticating with the proxy server.

## Protected Instance Methods

<a href="#">AddressToBytes</a> (inherited from <b>SocksHandler</b> )	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a> (inherited from <b>SocksHandler</b> )	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a> (inherited from <b>SocksHandler</b> )	Reads a specified number of bytes from the Server socket.

## Private Instance Methods

<a href="#">GetEndPointBytes</a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific IPEndPoint.
<a href="#">GetHostPortBytes</a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.
<a href="#">OnConnect</a>	Called when the Socket is connected to the remote proxy server.
<a href="#">OnReceive</a>	Called when the Socket has received a reply from the remote proxy server.

[OnSent](#)

Called when the Socket has sent  
the handshake data.

## See Also

[Socks4Handler Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler Constructor

Initializes a new instance of the SocksHandler class.

```
[Visual Basic]Public Sub New( _  
    ByVal server As System.Net.Sockets.Socket,  
    ByVal user As String _  
)
```

```
[C#]  
public Socks4Handler(  
    Socket server,  
    string user  
) ;
```

### Parameters

*server*

The socket connection with the proxy server.

*user*

The username to use when authenticating with the server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>server</i> -or- <i>user</i> is null.

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler Fields

The fields of the **Socks4Handler** class are listed below. For a complete list of **Socks4Handler** class members, see the [Socks4Handler Members](#) topic.

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	
----------------------------------	--

### See Also

[Socks4Handler Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.ProtocolComplete Field

[Visual Basic] **Protected** **ProtocolComplete** As [!](#)

[C#]  
**protected** [HandshakeComplete](#) **ProtocolComplete**;

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with a SOCKS proxy server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with the SOCKS server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">AddressToBytes</a> (inherited from <b>SocksHandler</b> )	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a> (inherited from <b>SocksHandler</b> )	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a> (inherited from <b>SocksHandler</b> )	Reads a specified number of bytes from the Server socket.

## Private Instance Methods

<a href="#"><u>GetEndPointBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific IPEndPoint.
<a href="#"><u>GetHostPortBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.
<a href="#"><u>OnConnect</u></a>	Called when the Socket is connected to the remote proxy server.
<a href="#"><u>OnReceive</u></a>	Called when the Socket has received a reply from the remote proxy server.
<a href="#"><u>OnSent</u></a>	Called when the Socket has sent the handshake data.

## See Also

[Socks4Handler Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.BeginNegotiate

Starts negotiating asynchronously with a SOCKS proxy server.

### Overload List

Starts negotiating asynchronously with a SOCKS proxy server.

[public override IAsyncProxyResult BeginNegotiate\(string,int,HandShakeType\)](#)

Starts negotiating asynchronously with a SOCKS proxy server.

[public override IAsyncProxyResult BeginNegotiate\(IPEndPoint,HandShakeType\)](#)

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.BeginNegotiate Method (IPEndPoint, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with a SOCKS proxy server.

```
[Visual Basic]Overrides Overloads Public Function BeginNegotiate(  
    ByVal remoteEP As System.Net.IPEndPoint,  
    ByVal callback As Org.Mentalis.Network.ProxySocket.IHandshakeComplete,  
    ByVal proxyEndPoint As System.Net.IPEndPoint)  
    As Org.Mentalis.Network.ProxySocket.IAsyncResult
```

```
[C#]  
public override IAsyncResult BeginNegotiate(  
    IPEndPoint remoteEP,  
    HandshakeComplete callback,  
    IPEndPoint proxyEndPoint  
);
```

### Parameters

*remoteEP*

An IPEndPoint that represents the remote device.

*callback*

The method to call when the connection has been established.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncResult that references the asynchronous connection.

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks4Handler.BeginNegotiate Overload List](#)

## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.BeginNegotiate Method (String, Int32, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with a SOCKS proxy server.

```
[Visual Basic]Overrides Overloads Public Function BeginNegotiate(  
    ByVal host As String, _  
    ByVal port As Integer, _  
    ByVal callback As Org.Mentalis.Network.ProxySocket.IHandshakeComplete,  
    ByVal proxyEndPoint As System.Net.IPEndPoint)  
    As Org.Mentalis.Network.ProxySocket.IAsyncResult
```

```
[C#]  
public override IAsyncResult BeginNegotiate(  
    string host,  
    int port,  
    HandshakeComplete callback,  
    IPEndPoint proxyEndPoint  
) ;
```

### Parameters

*host*

The remote server to connect to.

*port*

The remote port to connect to.

*callback*

The method to call when the connection has been established.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncResult that references the asynchronous connection.

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |

[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks4Handler.BeginNegotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.GetEndPointBytes Method

Creates an array of bytes that has to be sent when the user wants to connect to a specific IPPEndPoint.

```
[Visual Basic]Private Function GetEndPointBytes(  
    ByVal remoteEP As System.Net.IPEndPoint _  
) As Byte()
```

```
[C#]  
private byte[] GetEndPointBytes(  
    IPEndPoint remoteEP  
) ;
```

### Parameters

*remoteEP*

The IPPEndPoint to connect to.

### Return Value

An array of bytes that has to be sent when the user wants to connect to a specific IPPEndPoint.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	remoteEP is null.

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.GetHostPortBytes Method

Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.

```
[Visual Basic]Private Function GetHostPortBytes(  
    ByVal host As String, _  
    ByVal port As Integer _  
) As Byte()
```

```
[C#]  
private byte[] GetHostPortBytes(  
    string host,  
    int port  
) ;
```

### Parameters

*host*

The host to connect to.

*port*

The port to connect to.

### Return Value

An array of bytes that has to be sent when the user wants to connect to a specific host/port combination.

### Remarks

Resolving the host name will be done at server side. Do note that some SOCKS4 servers do not implement this functionality.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>host</i> is null.
<a href="#">System.ArgumentException</a>	<i>port</i> is invalid.

## **See Also**

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.Negotiate

Starts negotiating with the SOCKS server.

### Overload List

Starts negotiating with the SOCKS server.

[public override void Negotiate\(IPEndPoint\);](#)

Starts negotiating with the SOCKS server.

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

Starts negotiating with the SOCKS server.

[private void Negotiate\(byte\[\]\);](#)

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.Negotiate Method (Byte[])

Starts negotiating with the SOCKS server.

```
[Visual Basic]Overloads Private Sub Negotiate(  
    ByVal connect As Byte() _  
)
```

```
[C#]  
private void Negotiate(  
    byte[] connect  
) ;
```

### Parameters

*connect*

The bytes to send when trying to authenticate.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>connect</i> is null.
<a href="#">System.ArgumentException</a>	<i>connect</i> is too small.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

## See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks4Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.Negotiate Method (IPEndPoint)

Starts negotiating with the SOCKS server.

```
[Visual Basic]Overrides Overloads Public Sub  
    ByVal remoteEP As System.Net.IPEndPoint  
)
```

```
[C#]  
public override void Negotiate(  
    IPEndPoint remoteEP  
);
```

### Parameters

*remoteEP*

The IPEndPoint to connect to.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	remoteEP is null.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks4Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.Negotiate Method (String, Int32)

Starts negotiating with the SOCKS server.

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

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

### Parameters

*host*

The host to connect to.

*port*

The port to connect to.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>host</i> is null.
<a href="#">System.ArgumentException</a>	<i>port</i> is invalid.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.

[System.ObjectDisposedException](#)

The Socket  
has been  
closed.

## See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks4Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.OnConnect Method

Called when the Socket is connected to the remote proxy server.

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

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

### Parameters

*ar*

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

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.OnReceive Method

Called when the Socket has received a reply from the remote proxy server.

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

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

### Parameters

*ar*

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

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks4Handler.OnSent Method

Called when the Socket has sent the handshake data.

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

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

### Parameters

*ar*

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

### See Also

[Socks4Handler Class](#) | [Socks4Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## 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.Network.ProxySocket Namespace](#)

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

[Socks5Handler Members](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler Members

### Public Instance Constructors

<a href="#">Socks5Handler</a>	Overloaded. Initialize a new instance of the Socks5Handler class.
-------------------------------	---

### Public Instance Methods

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with the SOCKS server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with the SOCKS server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	
----------------------------------	--

### Protected Instance Properties

<a href="#">AsyncResult</a> (inherited from <b>SocksHandler</b> )	Gets or sets the return value of the BeginConnect call.
<a href="#">Buffer</a> (inherited from <b>SocksHandler</b> )	Gets or sets a byte buffer.
<a href="#">Received</a> (inherited from <b>SocksHandler</b> )	Gets or sets the number of bytes that have been received from

	the remote proxy server.
<a href="#">Server</a> (inherited from <b>SocksHandler</b> )	Gets or sets the socket connection with the proxy server.
<a href="#">Username</a> (inherited from <b>SocksHandler</b> )	Gets or sets the username to use when authenticating with the proxy server.

## Protected Instance Methods

<a href="#">AddressToBytes</a> (inherited from <b>SocksHandler</b> )	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a> (inherited from <b>SocksHandler</b> )	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a> (inherited from <b>SocksHandler</b> )	Reads a specified number of bytes from the Server socket.

## Private Instance Fields

<a href="#">m_HandShake</a>	Holds the value of the HandShake property.
<a href="#">m_Password</a>	Holds the value of the Password property.

## Private Instance Properties

<a href="#">HandShake</a>	Gets or sets the bytes to use when sending a connect request to the proxy server.
<a href="#">Password</a>	Gets or sets the password to use when authenticating with the SOCKS5 server.

## Private Instance Methods

<a href="#"><u>Authenticate</u></a>	Starts the synchronous authentication process.
<a href="#"><u>GetEndPointBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific IPEndPoint.
<a href="#"><u>GetHostPortBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.
<a href="#"><u>OnAuthenticated</u></a>	Called when the socket has been successfully authenticated with the server.
<a href="#"><u>OnAuthReceive</u></a>	Called when an authentication reply has been received.
<a href="#"><u>OnAuthSent</u></a>	Called when the authentication bytes have been sent.
<a href="#"><u>OnConnect</u></a>	Called when the socket is connected to the remote server.
<a href="#"><u>OnReadLast</u></a>	Called when the last bytes are read from the socket.
<a href="#"><u>OnReceive</u></a>	Called when a connection reply has been received.
<a href="#"><u>OnSent</u></a>	Called when the connection request has been sent.
<a href="#"><u>ProcessReply</u></a>	Processes the received reply.

## See Also

[Socks5Handler Class | Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler

---

Initiliazes a new Socks5Handler instance.

### Overload List

Initiliazes a new Socks5Handler instance.

[public Socks5Handler\(Socket\);](#)

Initiliazes a new Socks5Handler instance.

[public Socks5Handler\(Socket,string\);](#)

Initiliazes a new Socks5Handler instance.

[public Socks5Handler\(Socket,string,string\);](#)

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler Constructor (Socket)

Initializes a new Socks5Handler instance.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal server As System.Net.Sockets.Socket  
)
```

```
[C#]  
public Socks5Handler(  
    Socket server  
) ;
```

### Parameters

*server*

The socket connection with the proxy server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>server</i> is null.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) | [Socks5Handler Constructor Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler Constructor (Socket, String)

Initializes a new Socks5Handler instance.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal server As System.Net.Sockets.Socket,  
    ByVal user As String _  
)
```

```
[C#]  
public Socks5Handler(  
    Socket server,  
    string user  
) ;
```

### Parameters

*server*

The socket connection with the proxy server.

*user*

The username to use.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>server</i> -or- <i>user</i> is null.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) | [Socks5Handler Constructor Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler Constructor (Socket, String, String)

Initializes a new Socks5Handler instance.

```
[Visual Basic]Overloads Public Sub New( _  
    ByVal server As System.Net.Sockets.Socket,  
    ByVal user As String, _  
    ByVal pass As String _  
)
```

```
[C#]  
public Socks5Handler(  
    Socket server,  
    string user,  
    string pass  
) ;
```

### Parameters

*server*

The socket connection with the proxy server.

*user*

The username to use.

*pass*

The password to use.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>server</i> -or- <i>user</i> -or- <i>pass</i> is null.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) | [Socks5Handler Constructor Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler Fields

The fields of the **Socks5Handler** class are listed below. For a complete list of **Socks5Handler** class members, see the [Socks5Handler Members](#) topic.

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	
----------------------------------	--

### Private Instance Fields

<a href="#">m_HandShake</a>	Holds the value of the HandShake property.
<a href="#">m_Password</a>	Holds the value of the Password property.

### See Also

[Socks5Handler Class](#) | [Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.m\_HandShake Field

Holds the value of the HandShake property.

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

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.m\_Password Field

Holds the value of the Password property.

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

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.ProtocolComplete Field

[Visual Basic] **Protected** **ProtocolComplete** As [!](#)

[C#]  
**protected** [HandshakeComplete](#) **ProtocolComplete**;

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">AsyncResult</a> (inherited from <b>SocksHandler</b> )	Gets or sets the return value of the BeginConnect call.
<a href="#">Buffer</a> (inherited from <b>SocksHandler</b> )	Gets or sets a byte buffer.
<a href="#">Received</a> (inherited from <b>SocksHandler</b> )	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a> (inherited from <b>SocksHandler</b> )	Gets or sets the socket connection with the proxy server.
<a href="#">Username</a> (inherited from <b>SocksHandler</b> )	Gets or sets the username to use when authenticating with the proxy server.

### Private Instance Properties

<a href="#">HandShake</a>	Gets or sets the bytes to use when sending a connect request to the proxy server.
<a href="#">Password</a>	Gets or sets the password to use when authenticating with the SOCKS5 server.

### See Also

[Socks5Handler Class | Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.HandShake Property

Gets or sets the bytes to use when sending a connect request to the proxy server.

[Visual Basic] **Private Property HandShake As** [\[?\]](#)

[C#]

```
private byte[] HandShake {get; set;}
```

### Property Value

The array of bytes to use when sending a connect request to the proxy server.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Password Property

Gets or sets the password to use when authenticating with the SOCKS5 server.

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

[C#]

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

### Property Value

The password to use when authenticating with the SOCKS5 server.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with the SOCKS server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with the SOCKS server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">AddressToBytes</a> (inherited from <b>SocksHandler</b> )	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a> (inherited from <b>SocksHandler</b> )	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a> (inherited from <b>SocksHandler</b> )	Reads a specified number of bytes from the Server socket.

## Private Instance Methods

<a href="#"><u>Authenticate</u></a>	Starts the synchronous authentication process.
<a href="#"><u>GetEndPointBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific IPEndPoint.
<a href="#"><u>GetHostPortBytes</u></a>	Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.
<a href="#"><u>OnAuthenticated</u></a>	Called when the socket has been successfully authenticated with the server.
<a href="#"><u>OnAuthReceive</u></a>	Called when an authentication reply has been received.
<a href="#"><u>OnAuthSent</u></a>	Called when the authentication bytes have been sent.
<a href="#"><u>OnConnect</u></a>	Called when the socket is connected to the remote server.
<a href="#"><u>OnReadLast</u></a>	Called when the last bytes are read from the socket.
<a href="#"><u>OnReceive</u></a>	Called when a connection reply has been received.
<a href="#"><u>OnSent</u></a>	Called when the connection request has been sent.
<a href="#"><u>ProcessReply</u></a>	Processes the received reply.

## See Also

[Socks5Handler Class | Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Authenticate Method

Starts the synchronous authentication process.

```
[Visual Basic]Private Sub Authenticate()
```

```
[C#]
private void Authenticate();
```

### Exceptions

Exception Type	Condition
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	Authentication with the proxy server failed.
<a href="#">System.Net.ProtocolViolationException</a>	The proxy server uses an invalid protocol.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.BeginNegotiate

Starts negotiating asynchronously with the SOCKS server.

### Overload List

Starts negotiating asynchronously with the SOCKS server.

[public override IAsyncProxyResult BeginNegotiate\(string,int,HandShakeType\)](#)

Starts negotiating asynchronously with the SOCKS server.

[public override IAsyncProxyResult BeginNegotiate\(IPEndPoint,HandShakeType\)](#)

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.BeginNegotiate Method (IPEndPoint, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with the SOCKS server.

```
[Visual Basic]Overrides Overloads Public Function BeginNegotiate(  
    ByVal remoteEP As System.Net.IPEndPoint,  
    ByVal callback As Org.Mentalis.Network.ProxySocket.IAsyncProxyResult,  
    ByVal proxyEndPoint As System.Net.IPEndPoint)  
    As Org.Mentalis.Network.ProxySocket.IAsyncResult
```

```
[C#]  
public override IAsyncResult BeginNegotiate(  
    IPEndPoint remoteEP,  
    HandshakeComplete callback,  
    IPEndPoint proxyEndPoint  
);
```

### Parameters

*remoteEP*

An IPEndPoint that represents the remote device.

*callback*

The method to call when the negotiation is complete.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncResult that references the asynchronous connection.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks5Handler.BeginNegotiate Overload List](#)

## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.BeginNegotiate Method (String, Int32, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with the SOCKS server.

```
[Visual Basic]Overrides Overloads Public Function BeginNegotiate(  
    ByVal host As String, _  
    ByVal port As Integer, _  
    ByVal callback As Org.Mentalis.Network.ProxySocket.IHandshakeComplete,  
    ByVal proxyEndPoint As System.Net.IPEndPoint)  
    As Org.Mentalis.Network.ProxySocket.IAsyncResult
```

```
[C#]  
public override IAsyncResult BeginNegotiate(  
    string host,  
    int port,  
    HandshakeComplete callback,  
    IPEndPoint proxyEndPoint  
) ;
```

### Parameters

*host*

The host to connect to.

*port*

The port to connect to.

*callback*

The method to call when the negotiation is complete.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncResult that references the asynchronous connection.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |

[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks5Handler.BeginNegotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.GetEndPointBytes Method

Creates an array of bytes that has to be sent when the user wants to connect to a specific IPPEndPoint.

```
[Visual Basic]Private Function GetEndPointBytes(  
    ByVal remoteEP As System.Net.IPEndPoint _  
) As Byte()
```

```
[C#]  
private byte[] GetEndPointBytes(  
    IPEndPoint remoteEP  
) ;
```

### Parameters

*remoteEP*

The IPPEndPoint to connect to.

### Return Value

An array of bytes that has to be sent when the user wants to connect to a specific IPPEndPoint.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	remoteEP is null.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.GetHostPortBytes Method

Creates an array of bytes that has to be sent when the user wants to connect to a specific host/port combination.

```
[Visual Basic]Private Function GetHostPortBytes(  
    ByVal host As String,  
    ByVal port As Integer  
) As Byte()
```

```
[C#]  
private byte[] GetHostPortBytes(  
    string host,  
    int port  
) ;
```

### Parameters

*host*

The host to connect to.

*port*

The port to connect to.

### Return Value

An array of bytes that has to be sent when the user wants to connect to a specific host/port combination.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>host</i> is null.
<a href="#">System.ArgumentException</a>	<i>port</i> or <i>host</i> is invalid.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Negotiate

Starts negotiating with the SOCKS server.

### Overload List

Starts negotiating with the SOCKS server.

[public override void Negotiate\(IPEndPoint\);](#)

Starts negotiating with the SOCKS server.

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

Starts negotiating with the SOCKS server.

[private void Negotiate\(byte\[\]\);](#)

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Negotiate Method (Byte[])

Starts negotiating with the SOCKS server.

```
[Visual Basic]Overloads Private Sub Negotiate(  
    ByVal connect As Byte() _  
)
```

```
[C#]  
private void Negotiate(  
    byte[] connect  
) ;
```

### Parameters

*connect*

The bytes to send when trying to authenticate.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>connect</i> is null.
<a href="#">System.ArgumentException</a>	<i>connect</i> is too small.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

## [System.Net.ProtocolViolationException](#)

The proxy server uses an invalid protocol.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks5Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Negotiate Method (IPEndPoint)

Starts negotiating with the SOCKS server.

```
[Visual Basic]Overrides Overloads Public Sub  
    ByVal remoteEP As System.Net.IPEndPoint  
)
```

```
[C#]  
public override void Negotiate(  
    IPEndPoint remoteEP  
);
```

### Parameters

*remoteEP*

The IPEndPoint to connect to.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>remoteEP</i> is null.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.
<a href="#">System.Net.ProtocolViolationException</a>	The proxy server uses an invalid

protocol.

## See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks5Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.Negotiate Method (String, Int32)

Starts negotiating with the SOCKS server.

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

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

### Parameters

*host*

The host to connect to.

*port*

The port to connect to.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>host</i> is null.
<a href="#">System.ArgumentException</a>	<i>port</i> is invalid.
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	The proxy rejected the request.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.

<a href="#"><u>System.ObjectDisposedException</u></a>	The Socket has been closed.
<a href="#"><u>System.Net.ProtocolViolationException</u></a>	The proxy server uses an invalid protocol.

## See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[Socks5Handler.Negotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnAuthenticated Method

Called when the socket has been successfully authenticated with the server.

```
[Visual Basic]Private Sub OnAuthenticated( _  
    ByVal e As System.Exception _  
)
```

```
[C#]  
private void OnAuthenticated(  
    Exception e  
) ;
```

### Parameters

e

The exception that has occurred while authenticating, or *null* if no error occurred.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnAuthReceive Method

Called when an authentication reply has been received.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnAuthSent Method

Called when the authentication bytes have been sent.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnConnect Method

Called when the socket is connected to the remote server.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnReadLast Method

Called when the last bytes are read from the socket.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnReceive Method

Called when a connection reply has been received.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.OnSent Method

Called when the connection request has been sent.

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

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

### Parameters

*ar*

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

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## Socks5Handler.ProcessReply Method

Processes the received reply.

```
[Visual Basic]Private Sub ProcessReply( _
    ByVal buffer As Byte() _
)
```

```
[C#]
private void ProcessReply(
    byte[] buffer
);
```

### Parameters

*buffer*

The received reply

### Exceptions

Exception Type	Condition
<a href="#">System.Net.ProtocolViolationException</a>	The received reply is invalid.

### See Also

[Socks5Handler Class](#) | [Socks5Handler Members](#) |  
[Org.Mentalis.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler Class

Implements a specific version of the SOCKS protocol. This is an abstract class; it must be inherited.

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.Network.ProxySocket Namespace](#)

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler Members

### Public Instance Constructors

<a href="#">SocksHandler Constructor</a>	Initializes a new instance of the SocksHandler class.
--	---

### Public Instance Methods

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with a SOCKS proxy server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with a SOCKS proxy server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	Holds the address of the method to call when the SOCKS protocol has been completed.
----------------------------------	---

### Protected Instance Properties

<a href="#">AsyncResult</a>	Gets or sets the return value of the BeginConnect call.
<a href="#">Buffer</a>	Gets or sets a byte buffer.
<a href="#">Received</a>	Gets or sets the number of bytes that have been received from

	the remote proxy server.
<a href="#">Server</a>	Gets or sets the socket connection with the proxy server.
<a href="#">Username</a>	Gets or sets the username to use when authenticating with the proxy server.

## Protected Instance Methods

<a href="#">AddressToBytes</a>	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a>	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a>	Reads a specified number of bytes from the Server socket.

## Private Instance Fields

<a href="#">m_AsyncResult</a>	Holds the value of the AsyncResult property.
<a href="#">m_Buffer</a>	Holds the value of the Buffer property.
<a href="#">m_Received</a>	Holds the value of the Received property.
<a href="#">m_Server</a>	Holds the value of the Server property.
<a href="#">m_Username</a>	Holds the value of the Username property.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler Constructor

Initializes a new instance of the SocksHandler class.

```
[Visual Basic]Public Sub New( _
    ByVal server As System.Net.Sockets.Socket, _
    ByVal user As String _
)
```

```
[C#]
public SocksHandler(
    Socket server,
    string user
);
```

### Parameters

*server*

The socket connection with the proxy server.

*user*

The username to use when authenticating with the server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	<i>server</i> -or- <i>user</i> is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler Fields

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

### Protected Instance Fields

<a href="#">ProtocolComplete</a>	Holds the address of the method to call when the SOCKS protocol has been completed.
----------------------------------	---

### Private Instance Fields

<a href="#">m_AsyncResult</a>	Holds the value of the AsyncResult property.
<a href="#">m_Buffer</a>	Holds the value of the Buffer property.
<a href="#">m_Received</a>	Holds the value of the Received property.
<a href="#">m_Server</a>	Holds the value of the Server property.
<a href="#">m_Username</a>	Holds the value of the Username property.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.m\_AsyncResult Field

Holds the value of the AsyncResult property.

```
[Visual Basic] Private m_AsyncResult As Org.Mentalis.Network.ProxySocket.IAsyncProxyResult
```

```
[C#]
```

```
private IAsyncProxyResult m_AsyncResult;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.m\_Received Field

Holds the value of the Received property.

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

```
[C#]  
private int m_Received;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.m\_Server Field

Holds the value of the Server property.

```
[Visual Basic] Private m_Server As System.Net.
```

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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.Network.ProxySocket Namespace](#)

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.ProtocolComplete Field

Holds the address of the method to call when the SOCKS protocol has been completed.

[Visual Basic] **Protected** **ProtocolComplete** As [\(](#)

[C#]  
**protected** [HandshakeComplete](#) **ProtocolComplete**;

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">AsyncResult</a>	Gets or sets the return value of the BeginConnect call.
<a href="#">Buffer</a>	Gets or sets a byte buffer.
<a href="#">Received</a>	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a>	Gets or sets the socket connection with the proxy server.
<a href="#">Username</a>	Gets or sets the username to use when authenticating with the proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandlerAsyncResult Property

Gets or sets the return value of the BeginConnect call.

[Visual Basic] **Protected Property AsyncResult**

[C#]

```
protected IAsyncResult AsyncResult {get;
```

### Property Value

An IAsyncResult object that is the return value of the BeginConnect call.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Buffer Property

Gets or sets a byte buffer.

[Visual Basic] **Protected Property Buffer As Byte**

[C#]

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

### Property Value

An array of bytes.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Received Property

Gets or sets the number of bytes that have been received from the remote proxy server.

[Visual Basic] **Protected Property Received As**

[C#]

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

### Property Value

An integer that holds the number of bytes that have been received from the remote proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Server Property

Gets or sets the socket connection with the proxy server.

[Visual Basic] **Protected Property Server As [S](#)**

[C#]

**protected [System.Net.Sockets.Socket](#) Server {**

### Property Value

A Socket object that represents the connection with the proxy server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Username Property

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

[Visual Basic] **Protected Property Username As**

[C#]

```
protected string Username {get; set;}
```

### Property Value

A string that holds the username to use when authenticating with the proxy server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">BeginNegotiate</a>	Overloaded. Starts negotiating asynchronously with a SOCKS proxy server.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">Negotiate</a>	Overloaded. Starts negotiating with a SOCKS proxy server.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">AddressToBytes</a>	Converts an IP address to an array of bytes.
<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">PortToBytes</a>	Converts a port number to an array of bytes.
<a href="#">ReadBytes</a>	Reads a specified number of bytes from the Server socket.

## **See Also**

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.AddressToBytes Method

Converts an IP address to an array of bytes.

```
[Visual Basic]Protected Function AddressToBytes(  
    ByVal address As Long  
) As Byte()
```

```
[C#]  
protected byte[] AddressToBytes(  
    long address  
) ;
```

### Parameters

*address*

The IP address to convert.

### Return Value

An array of four bytes that represents the specified IP address.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.BeginNegotiate

Starts negotiating asynchronously with a SOCKS proxy server.

### Overload List

Starts negotiating asynchronously with a SOCKS proxy server.

[public abstract IAsyncProxyResult BeginNegotiate\(string,int,HandShakeType\)](#)

Starts negotiating asynchronously with a SOCKS proxy server.

[public abstract IAsyncProxyResult BeginNegotiate\(IPEndPoint,HandShakeType\)](#)

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.BeginNegotiate Method (IPEndPoint, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with a SOCKS proxy server.

```
[Visual Basic]MustOverride Overloads Public |  
    ByVal remoteEP As System.Net.IPEndPoint,  
    ByVal callback As Org.Mentalis.Network.Pro  
    ByVal proxyEndPoint As System.Net.IPEndPoi  
) As Org.Mentalis.Network.ProxySocket.IAsyncl
```

```
[C#]  
public abstract IAsyncProxyResult BeginNegot:  
    IPEndPoint remoteEP,  
    HandshakeComplete callback,  
    IPEndPoint proxyEndPoint  
);
```

### Parameters

*remoteEP*

An IPEndPoint that represents the remote device.

*callback*

The method to call when the connection has been established.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncProxyResult that references the asynchronous connection.

### See Also

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

## *Mentalis.org ProxySocket Documentation*

## SocksHandler.BeginNegotiate Method (String, Int32, HandShakeComplete, IPEndPoint)

Starts negotiating asynchronously with a SOCKS proxy server.

```
[Visual Basic]MustOverride Overloads Public |  
    ByVal host As String, _  
    ByVal port As Integer, _  
    ByVal callback As Org.Mentalis.Network.Pro  
    ByVal proxyEndPoint As System.Net.IPEndPoint  
) As Org.Mentalis.Network.ProxySocket.IAsyncI
```

```
[C#]  
public abstract IAsyncProxyResult BeginNegoti  
    string host,  
    int port,  
    HandShakeComplete callback,  
    IPEndPoint proxyEndPoint  
);
```

### Parameters

*host*

The remote server to connect to.

*port*

The remote port to connect to.

*callback*

The method to call when the connection has been established.

*proxyEndPoint*

The IPEndPoint of the SOCKS proxy server.

### Return Value

An IAsyncProxyResult that references the asynchronous connection.

### See Also

[SocksHandler Class](#) | [SocksHandler Members](#) |

[Org.Mentalis.Network.ProxySocket Namespace](#) |  
[SocksHandler.BeginNegotiate Overload List](#)

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Negotiate

---

Starts negotiating with a SOCKS proxy server.

### Overload List

Starts negotiating with a SOCKS proxy server.

[public abstract void Negotiate\(IPEndPoint\);](#)

Starts negotiating with a SOCKS proxy server.

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Negotiate Method (IPEndPoint)

Starts negotiating with a SOCKS proxy server.

```
[Visual Basic]MustOverride Overloads Public Sub Negotiate(  
    ByVal remoteEP As System.Net.IPEndPoint  
)
```

```
[C#]  
public abstract void Negotiate(  
    IPEndPoint remoteEP  
) ;
```

### Parameters

*remoteEP*

The remote endpoint to connect to.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.Negotiate Method (String, Int32)

Starts negotiating with a SOCKS proxy server.

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

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

### Parameters

*host*

The remote server to connect to.

*port*

The remote port to connect to.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.PortToBytes Method

Converts a port number to an array of bytes.

```
[Visual Basic]Protected Function PortToBytes  
    ByVal port As Integer _  
) As Byte()
```

```
[C#]  
protected byte[] PortToBytes(  
    int port  
)
```

### Parameters

*port*

The port to convert.

### Return Value

An array of two bytes that represents the specified port.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## SocksHandler.ReadBytes Method

Reads a specified number of bytes from the Server socket.

```
[Visual Basic]Protected Function ReadBytes(  
    ByVal count As Integer  
) As Byte()
```

```
[C#]  
protected byte[] ReadBytes(  
    int count  
) ;
```

### Parameters

*count*

The number of bytes to return.

### Return Value

An array of bytes.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentException</a>	The number of bytes to read is invalid.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

# Org.Mentalis.Network.ProxySocket.Authentication Namespace

[Namespace hierarchy](#)

## Classes

Class	Description
<a href="#">AuthMethod</a>	Implements a SOCKS authentication scheme.
<a href="#">AuthNone</a>	This class implements the 'No Authentication' scheme.
<a href="#">AuthUserPass</a>	This class implements the 'username/password authentication' scheme.

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Class

Implements a SOCKS authentication scheme.

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

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

[Visual Basic]

**MustInherit Class AuthMethod**

[C#]

**abstract class AuthMethod**

### Remarks

This is an abstract class; it must be inherited.

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

[AuthMethod Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Members

### Public Instance Constructors

<a href="#">AuthMethod Constructor</a>	Initializes an AuthMethod instance.
--	-------------------------------------

### Public Instance Methods

<a href="#">Authenticate</a>	Authenticates the user.
<a href="#">BeginAuthenticate</a>	Authenticates the user asynchronously.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">CallBack</a>	Holds the address of the method to call when the proxy has authenticated the client.
--------------------------	--

### Protected Instance Properties

<a href="#">Buffer</a>	Gets or sets a byte array that can be used to store data.
<a href="#">Received</a>	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a>	Gets or sets the socket connection with the proxy server.

## Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Private Instance Fields

<a href="#">m_Buffer</a>	Holds the value of the Buffer property.
<a href="#">m_Received</a>	Holds the value of the Received property.
<a href="#">m_Server</a>	Holds the value of the Server property.

## See Also

[AuthMethod Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Constructor

Initializes an AuthMethod instance.

```
[Visual Basic]Public Sub New( _
    ByVal server As System.Net.Sockets.Socket
)
```

```
[C#]
public AuthMethod(
    Socket server
);
```

### Parameters

*server*

The socket connection with the proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Fields

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

### Protected Instance Fields

<a href="#">CallBack</a>	Holds the address of the method to call when the proxy has authenticated the client.
--------------------------	--

### Private Instance Fields

<a href="#">m_Buffer</a>	Holds the value of the Buffer property.
<a href="#">m_Received</a>	Holds the value of the Received property.
<a href="#">m_Server</a>	Holds the value of the Server property.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.CallBack Field

Holds the address of the method to call when the proxy has authenticated the client.

[Visual Basic] **Protected** **CallBack** As [Org.Mentalis.Network.ProxySocket.Authentication](#).[HandshakeComplete](#)

[C#]

**protected** [HandshakeComplete](#) **CallBack**;

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.m\_Buffer Field

Holds the value of the Buffer property.

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.m\_Received Field

Holds the value of the Received property.

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

```
[C#]  
private int m_Received;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## **AuthMethod.m\_Server Field**

Holds the value of the Server property.

```
[Visual Basic] Private m_Server As System.Net.
```

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

### **See Also**

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Properties

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

### Protected Instance Properties

<a href="#">Buffer</a>	Gets or sets a byte array that can be used to store data.
<a href="#">Received</a>	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a>	Gets or sets the socket connection with the proxy server.

### See Also

[AuthMethod Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.Buffer Property

Gets or sets a byte array that can be used to store data.

[Visual Basic] **Protected Property Buffer As Byte**

[C#]

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

### Property Value

A byte array to store data.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.Received Property

Gets or sets the number of bytes that have been received from the remote proxy server.

[Visual Basic] **Protected Property Received As**

[C#]

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

### Property Value

An integer that holds the number of bytes that have been received from the remote proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.Server Property

Gets or sets the socket connection with the proxy server.

[Visual Basic] **Protected Property Server As System.Net.Sockets.Socket**

[C#]

**protected System.Net.Sockets.Socket Server {**

### Property Value

The socket connection with the proxy server.

### See Also

[AuthMethod Class](#) | [AuthMethod Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod Methods

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

### Public Instance Methods

<a href="#">Authenticate</a>	Authenticates the user.
<a href="#">BeginAuthenticate</a>	Authenticates the user asynchronously.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### See Also

[AuthMethod Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.Authenticate Method

Authenticates the user.

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

```
[C#]
```

```
public abstract void Authenticate();
```

### Exceptions

Exception Type	Condition
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	Authentication with the proxy server failed.
<a href="#">System.Net.ProtocolViolationException</a>	The proxy server uses an invalid protocol.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

### See Also

[AuthMethod Class](#) | [AuthMethod Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthMethod.BeginAuthenticate Method

Authenticates the user asynchronously.

```
[Visual Basic]MustOverride Public Sub BeginAuthenticate(  
    ByVal callback As Org.Mentalis.Network.ProxySocket)
```

```
[C#]  
public abstract void BeginAuthenticate(  
    HandshakeComplete callback  
);
```

### Parameters

*callback*

The method to call when the authentication is complete.

### Exceptions

Exception Type	Condition
<a href="#">Org.Mentalis.Network.ProxySocket.ProxyException</a>	Authentication with the proxy server failed.
<a href="#">System.Net.ProtocolViolationException</a>	The proxy server uses an invalid protocol.
<a href="#">System.Net.Sockets.SocketException</a>	An operating system error occurs while accessing the Socket.
<a href="#">System.ObjectDisposedException</a>	The Socket has been closed.

## **See Also**

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone Class

This class implements the 'No Authentication' scheme.

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

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

**AuthNone**

[Visual Basic]

```
NotInheritable Class AuthNone
    Inherits AuthMethod
```

[C#]

```
sealed class AuthNone : AuthMethod
```

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

[AuthNone Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone Members

### Public Instance Constructors

<a href="#">AuthNone Constructor</a>	Initializes an AuthNone instance.
--------------------------------------	-----------------------------------

### Public Instance Methods

<a href="#">Authenticate</a>	Authenticates the user.
<a href="#">BeginAuthenticate</a>	Authenticates the user asynchronously.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">CallBack</a>	
--------------------------	--

### Protected Instance Properties

<a href="#">Buffer</a> (inherited from <b>AuthMethod</b> )	Gets or sets a byt array that can be used to store data.
<a href="#">Received</a> (inherited from <b>AuthMethod</b> )	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a> (inherited from <b>AuthMethod</b> )	Gets or sets the socket connection with the proxy server.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to
--	---------------------------------

	the Microsoft documentation.
<a href="#"><u>MemberwiseClone</u></a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone Constructor

Initializes an AuthNone instance.

```
[Visual Basic]Public Sub New( _
    ByVal server As System.Net.Sockets.Socket
)
```

```
[C#]
public AuthNone(
    Socket server
);
```

### Parameters

*server*

The socket connection with the proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">CallBack</a>	
--------------------------	--

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone.CallBack Field

[Visual Basic] **Protected** **CallBack** As [Org.Mentalis.Network.ProxySocket.Authentication](#).[HandshakeComplete](#)

[C#]

```
protected HandshakeComplete CallBack;
```

### See Also

[AuthNone Class](#) | [AuthNone Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">Authenticate</a>	Authenticates the user.
<a href="#">BeginAuthenticate</a>	Authenticates the user asynchronously.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone.Authenticate Method

Authenticates the user.

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

```
[C#]
```

```
public override void Authenticate();
```

### See Also

[AuthNone Class](#) | [AuthNone Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthNone.BeginAuthenticate Method

Authenticates the user asynchronously.

```
[Visual Basic]Overrides Public Sub BeginAuthenticate(  
    ByVal callback As Org.Mentalis.Network.ProxySocket.Authentication.IHandshakeComplete)  
)
```

```
[C#]  
public override void BeginAuthenticate(  
    IHandshakeComplete callback  
) ;
```

### Parameters

*callback*

The method to call when the authentication is complete.

### Remarks

This method immediately calls the callback method.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass Class

This class implements the 'username/password authentication' scheme.

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

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

**AuthUserPass**

[Visual Basic]

```
NotInheritable Class AuthUserPass  
    Inherits AuthMethod
```

[C#]

```
sealed class AuthUserPass : AuthMethod
```

### Requirements

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

**Assembly:** Org.Mentalis.Network.ProxySocket.dll

### See Also

[AuthUserPass Members](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass Members

### Public Instance Constructors

<a href="#">AuthUserPass Constructor</a>	Initializes a new AuthUserPass instance.
--	--

### Public Instance Methods

<a href="#">Authenticate</a>	Starts the authentication process.
<a href="#">BeginAuthenticate</a>	Starts the asynchronous authentication process.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Fields

<a href="#">CallBack</a>	
--------------------------	--

### Protected Instance Properties

<a href="#">Buffer</a> (inherited from <b>AuthMethod</b> )	Gets or sets a byte array that can be used to store data.
<a href="#">Received</a> (inherited from <b>AuthMethod</b> )	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a> (inherited from <b>AuthMethod</b> )	Gets or sets the socket connection with the proxy server.

## Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

## Private Instance Fields

<a href="#">m_Password</a>	Holds the value of the Password property.
<a href="#">m_Username</a>	Holds the value of the Username property.

## Private Instance Properties

<a href="#">Password</a>	Gets or sets the password to use when authenticating with the proxy server.
<a href="#">Username</a>	Gets or sets the username to use when authenticating with the proxy server.

## Private Instance Methods

<a href="#">GetAuthenticationBytes</a>	Creates an array of bytes that has to be sent if the user wants to authenticate with the username/password authentication scheme.
<a href="#">OnReceive</a>	Called when the socket received an authentication reply.
<a href="#">OnSend</a>	Called when the authentication bytes have been sent.

## See Also

[AuthUserPass Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass Constructor

Initializes a new AuthUserPass instance.

```
[Visual Basic]Public Sub New( _
    ByVal server As System.Net.Sockets.Socket, _
    ByVal user As String, _
    ByVal pass As String _
)
```

```
[C#]
public AuthUserPass(
    Socket server,
    string user,
    string pass
);
```

### Parameters

*server*

The socket connection with the proxy server.

*user*

The username to use.

*pass*

The password to use.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	user -or- pass is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">CallBack</a>	
--------------------------	--

### Private Instance Fields

<a href="#">m_Password</a>	Holds the value of the Password property.
----------------------------	---

<a href="#">m_Username</a>	Holds the value of the Username property.
----------------------------	---

### See Also

[AuthUserPass Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.CallBack Field

[Visual Basic] **Protected** **CallBack** As [Org.Mentalis.Network.ProxySocket.Authentication.HandshakeComplete](#)

[C#]

```
protected HandshakeComplete CallBack;
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.m\_Password Field

Holds the value of the Password property.

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.m\_Username Field

Holds the value of the Username property.

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

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">Buffer</a> (inherited from <b>AuthMethod</b> )	Gets or sets a byte array that can be used to store data.
<a href="#">Received</a> (inherited from <b>AuthMethod</b> )	Gets or sets the number of bytes that have been received from the remote proxy server.
<a href="#">Server</a> (inherited from <b>AuthMethod</b> )	Gets or sets the socket connection with the proxy server.

### Private Instance Properties

<a href="#">Password</a>	Gets or sets the password to use when authenticating with the proxy server.
<a href="#">Username</a>	Gets or sets the username to use when authenticating with the proxy server.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.Password Property

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

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

[C#]

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

### Property Value

The password to use when authenticating with the proxy server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.Username Property

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

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

[C#]

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

### Property Value

The username to use when authenticating with the proxy server.

### Exceptions

Exception Type	Condition
<a href="#">System.ArgumentNullException</a>	The specified value is null.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## 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

<a href="#">Authenticate</a>	Starts the authentication process.
<a href="#">BeginAuthenticate</a>	Starts the asynchronous authentication process.
<a href="#">Equals</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetHashCode</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">GetType</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">ToString</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Protected Instance Methods

<a href="#">Finalize</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.
<a href="#">MemberwiseClone</a> (inherited from <b>Object</b> )	Select the method name to go to the Microsoft documentation.

### Private Instance Methods

<a href="#">GetAuthenticationBytes</a>	Creates an array of bytes that has to be sent if the user wants to authenticate with the username/password authentication scheme.
<a href="#">OnReceive</a>	Called when the socket received an authentication reply.

<a href="#"><u>OnSent</u></a>	Called when the authentication bytes have been sent.
-------------------------------	--

## See Also

[AuthUserPass Class](#) |

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.Authenticate Method

Starts the authentication process.

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

```
[C#]
```

```
public override void Authenticate();
```

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.BeginAuthenticate Method

Starts the asynchronous authentication process.

```
[Visual Basic]Overrides Public Sub BeginAuthenticate(  
    ByVal callback As Org.Mentalis.Network.ProxySocket.Authentication.HandshakeComplete)
```

```
[C#]  
public override void BeginAuthenticate(  
    HandShakeComplete callback  
) ;
```

### Parameters

*callback*

The method to call when the authentication is complete.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.GetAuthenticationBytes Method

Creates an array of bytes that has to be sent if the user wants to authenticate with the username/password authentication scheme.

[Visual Basic] **Private Function GetAuthenticationBytes() As Byte()**

[C#]

```
private byte[] GetAuthenticationBytes();
```

### Return Value

An array of bytes that has to be sent if the user wants to authenticate with the username/password authentication scheme.

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.OnReceive Method

Called when the socket received an authentication reply.

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

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

### Parameters

*ar*

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

### See Also

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

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## *Mentalis.org ProxySocket Documentation*

## AuthUserPass.OnSent Method

Called when the authentication bytes have been sent.

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

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

### Parameters

*ar*

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

### See Also

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

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## *Org.Mentalis.Network.ProxySocks namespace documentation*

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## *Mentalis.org ProxySocket Documentation*

## **Org.Mentalis.Network.ProxySocket.Authentication Hierarchy**

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[System.Object](#) -[AuthMethod](#)

-[AuthNone](#)

-[AuthUserPass](#)

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