



Welcome to the [TODO: Add project name]

This is a sample conceptual topic. You can use this as a starting point for adding more conceptual content to your help project.

▲ Getting Started

To get started, add a documentation source to the project (a Visual Studio solution, project, or assembly and XML comments file). See the **Getting Started** topics in the Sandcastle Help File Builder's help file for more information. The following default items are included in this project:

- *ContentLayout.content* - Use the content layout file to manage the conceptual content in the project and define its layout in the table of contents.
- The *.media* folder - Place images in this folder that you will reference from conceptual content using [mediaLink](#) or [mediaLinkInline](#) elements. If you will not have any images in the file, you may remove this folder.
- The *.icons* folder - This contains a default logo for the help file. You may replace it or remove it and the folder if not wanted. If removed or if you change the file name, update the **Transform Args** project properties page by removing or changing the filename in the [logoFile](#) transform argument. Note that unlike images referenced from conceptual topics, the logo file should have its **BuildAction** property set to [Content](#).
- The *.Content* folder - Use this to store your conceptual topics. You may name the files and organize them however you like. One suggestion is to lay the files out on disk as you have them in the content layout file as shown in this project but the choice is yours. Files can be added via the Solution Explorer or from within the content layout file editor. Files must appear in the content layout file in order to be compiled into the help file.

See the **Conceptual Content** topics in the Sandcastle Help File

Builder's help file for more information. See the **Sandcastle MAML Guide** for details on Microsoft Assistance Markup Language (MAML) which is used to create these topics.

▲ See Also

Other Resources

[Version History](#)



Version History

The topics in this section describe the various changes made to the [TODO: Project Title] over the life of the project.

▴ Version History

Select a version below to see a description of its changes.

- [Version 1.0.0.0](#)
- [TODO: Add links to each specific version page]

▴ See Also

Other Resources

[Welcome to the \[TODO: Add project name\]](#)



Version 1.0.0.0

Version [TODO: Version] was released on [TODO: Date].

▲ Changes in This Release

- [TODO: Add change items here]

▲ See Also

Other Resources


[Version History](#)




Servidor_Poker Namespace

[Missing <summary> documentation for "N:Servidor_Poker"]

▾ Classes

	Class	Description
	Clave	Contenedor de claves de comunicacion

▾ Enumerations

	Enumeration	Description
	eModificadorResultado	Modificador del resultado



Clave Class

Contenedor de claves de comunicacion

▾ Inheritance Hierarchy

[SystemObject](#) [Servidor_PokerClave](#)

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0 (1.0.0.0)

▾ Syntax


[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class Clave
```


The [Clave](#) type exposes the following members.

▾ Constructors

	Name	Description
	Clave	Initializes a new instance of the Clave class

[Top](#)

▾ Methods

	Name	Description
	Equals	Determines whether the specified object is equal to

the current object.
(Inherited from [Object](#).)



Finalize

Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection.
(Inherited from [Object](#).)



GetHashCode

Serves as the default hash function.
(Inherited from [Object](#).)



GetType

Gets the [Type](#) of the current instance.
(Inherited from [Object](#).)



MemberwiseClone

Creates a shallow copy of the current [Object](#).
(Inherited from [Object](#).)



ToString

Returns a string that represents the current object.
(Inherited from [Object](#).)

[Top](#)

▲ Fields

	Name	Description
 	Carta	Clave de comunicacion.
 	CartaCrupier	Clave de comunicacion.
 	CartaJugador	Clave de comunicacion.

◆ S	ComandoInvalido	Clave de comunicacion.
◆ S	Crupier	Clave de comunicacion.
◆ S	Desconexion	Clave de comunicacion
◆ S	Doblar	Clave de comunicacion.
◆ S	Ficha	Clave de comunicacion.
◆ S	FinEnvio	Clave de comunicacion.
◆ S	FinMano	Clave de comunicacion.
◆ S	Invalido	Clave de comunicacion.
◆ S	Jugador	Clave de comunicacion.
◆ S	ListaSalas	Clave de comunicacion.
◆ S	Login	Clave de comunicacion.
◆ S	LoginInvalido	Clave de comunicacion.
◆ S	LoginValido	Clave de comunicacion.
◆ S	Pedir	Clave de comunicacion.
◆ S	Plantarse	Clave de comunicacion.
◆ S	Registro	Clave de comunicacion
◆ S	RegistroInvalido	Clave de comunicacion
◆ S	RegistroValido	Clave de comunicacion
◆ S	Retirarse	Clave de comunicacion.
◆ S	Sala	Clave de comunicacion

 S	SalaDisponible	Clave de comunicacion
 S	SalaLlena	Clave de comunicacion
 S	Saldo	Clave de comunicacion.
 S	Separador	Separador en mensajes
 S	SeparadorCredenciales	Separador en mensajes
 S	Valido	Clave de comunicacion.
 S	Valor	Clave de comunicacion.
 S	ValorCrupier	Clave de comunicacion.
 S	ValorJugador	Clave de comunicacion.
 S	Volver	Clave de comunicacion.

[Top](#)

▲ See Also

Reference

[Servidor_Poker Namespace](#)



Clave Constructor

Initializes a new instance of the [Clave](#) class

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Clave()
```

▲ See Also

Reference

[Clave Class](#)







[Servidor_Poker Namespace](#)



Clave Methods

The [Clave](#) type exposes the following members.

▲ Methods

	Name	Description
	Equals	Determines whether the specified object is equal to the current object. (Inherited from Object .)
	Finalize	Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object .)
	GetHashCode	Serves as the default hash function. (Inherited from Object .)
	GetType	Gets the Type of the current instance. (Inherited from Object .)
	MemberwiseClone	Creates a shallow copy of the current Object . (Inherited from Object .)
	ToString	Returns a string that represents the current object. (Inherited from Object .)

[Top](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



Clave Fields

The `Clave` type exposes the following members.

▲ Fields

	Name	Description
◆ S	<code>Carta</code>	Clave de comunicacion.
◆ S	<code>CartaCrupier</code>	Clave de comunicacion.
◆ S	<code>CartaJugador</code>	Clave de comunicacion.
◆ S	<code>ComandoInvalido</code>	Clave de comunicacion.
◆ S	<code>Crupier</code>	Clave de comunicacion.
◆ S	<code>Desconexion</code>	Clave de comunicacion
◆ S	<code>Doblar</code>	Clave de comunicacion.
◆ S	<code>Ficha</code>	Clave de comunicacion.
◆ S	<code>FinEnvio</code>	Clave de comunicacion.
◆ S	<code>FinMano</code>	Clave de comunicacion.
◆ S	<code>Invalido</code>	Clave de comunicacion.
◆ S	<code>Jugador</code>	Clave de comunicacion.
◆ S	<code>ListaSalas</code>	Clave de comunicacion.
◆ S	<code>Login</code>	Clave de comunicacion.

◆ S	LoginInvalido	Clave de comunicacion.
◆ S	LoginValido	Clave de comunicacion.
◆ S	Pedir	Clave de comunicacion.
◆ S	Plantarse	Clave de comunicacion.
◆ S	Registro	Clave de comunicacion
◆ S	RegistroInvalido	Clave de comunicacion
◆ S	RegistroValido	Clave de comunicacion
◆ S	Retirarse	Clave de comunicacion.
◆ S	Sala	Clave de comunicacion
◆ S	SalaDisponible	Clave de comunicacion
◆ S	SalaLlena	Clave de comunicacion
◆ S	Saldo	Clave de comunicacion.
◆ S	Separador	Separador en mensajes
◆ S	SeparadorCredenciales	Separador en mensajes
◆ S	Valido	Clave de comunicacion.
◆ S	Valor	Clave de comunicacion.
◆ S	ValorCrupier	Clave de comunicacion.
◆ S	ValorJugador	Clave de comunicacion.
◆ S	Volver	Clave de comunicacion.

[Top](#)

▸ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveCarta Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string Carta
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveCartaCrupier Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string CartaCrupier
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveCartaJugador Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string CartaJugador
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveComandoInvalido Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public const string ComandoInvalido = "Comando Ir
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveCrupier Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public static string Crupier
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveDesconexion Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string Desconexion
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveDoblar Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public const string Doblar = "Doblar"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveFicha Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public const string Ficha = "Ficha"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveFinEnvio Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string FinEnvio
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveFinMano Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string FinMano
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveInvalido Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public static string Invalido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveJugador Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string Jugador
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveListaSalas Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public const string ListaSalas = "Lista salas"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveLogin Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public static string Login
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveLoginInvalido Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string LoginInvalido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveLoginValido Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string LoginValido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClavePedir Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public const string Pedir = "Pedir"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClavePlantarse Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public const string Plantarse = "Plantarse"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveRegistro Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public const string Registro = "Registro"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveRegistroInvalido Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string RegistroInvalido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveRegistroValido Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string RegistroValido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveRetirarse Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public const string Retirarse = "Retirarse"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSala Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public static string Sala
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSalaDisponible Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public const string SalaDisponible = "Sala dispor
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSalaLlena Field

Clave de comunicacion

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public const string SalaLlena = "Sala llena"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSaldo Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# **VB** **C++** **F#**

[Copy](#)

```
public const string Saldo = "Saldo"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSeparador Field

Separador en mensajes

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static char Separador
```

Field Value

Type: [Char](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveSeparadorCredenciales Field

Separador en mensajes

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▾ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static char SeparadorCredenciales
```

Field Value

Type: [Char](#)

▾ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveValido Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public static string Valido
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveValor Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public const string Valor = "Valor"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveValorCrupier Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public static string ValorCrupier
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveValorJugador Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string ValorJugador
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



ClaveVolver Field

Clave de comunicacion.

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

C# VB C++ F#

[Copy](#)

```
public const string Volver = "Volver"
```

Field Value

Type: [String](#)

▲ See Also

Reference

[Clave Class](#)

[Servidor_Poker Namespace](#)



eModificadorResultado Enumeration

Modificador del resultado

Namespace: [Servidor_Poker](#)

Assembly: Servidor Poker (in Servidor Poker.exe) Version: 1.0.0.0
(1.0.0.0)

▲ Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public enum eModificadorResultado
```

▲ Members

Member name	Value	Description
SEPASO	0	Indica que se supero la cifra maxima
BLACKJACK	1	Indica que se saco un 21
SINMODIFICADOR	2	Sin modificador

▲ See Also

Reference

[Servidor_Poker Namespace](#)