

Rfc1006Client.Connect Method (Int32)

Connects the client to the server using the specified [AliveTime](#) and [ConnectionTimeout](#) information or the *timeout* exceeded.

Namespace: [Rfc1006LibNet.Advanced](#)

Assembly: Rfc1006LibNet.Advanced (in Rfc1006LibNet.Advanced.dll) Version: 1.0.2.0 (1.0.5.3)

Syntax

C#

```
public override void Connect(  
    int timeout  
)
```

Parameters

timeout

Type: [System.Int32](#)

The timeout in milliseconds.

Exceptions

Exception	Condition
TimeoutException	Connection not established!

See Also

Reference

[Rfc1006Client Class](#)

[Connect Overload](#)

[Rfc1006LibNet.Advanced Namespace](#)

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