

Rfc1006Client.Connect Method

Overload List

--	Name	Description
	Connect()	Connects the client to the server using the specified AliveTime and ConnectionTimeout information. (Overrides Rfc1006Base.Connect() .)
	Connect(Int32)	Connects the client to the server using the specified AliveTime and ConnectionTimeout information or the <i>timeout</i> exceeded. (Overrides Rfc1006Base.Connect(Int32) .)

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See Also

Reference

[Rfc1006Client Class](#)

[Rfc1006LibNet.Advanced Namespace](#)

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