Rfc1006Server.Connect Method

Waits until a client is connected.

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()
```

See Also

Reference

Rfc1006Server Class
Connect Overload
Rfc1006LibNet.Advanced Namespace

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