Rfc1006Server.Connect Method

Overload List

—-	Name	Description
	Connect()	Waits until a client is connected. (Overrides Rfc1006Base.Connect().)
	Connect(Int32)	Waits until a client is connected or the *timeout* exceeded. (Overrides Rfc1006Base.Connect(Int32).)

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See Also

Reference

Rfc1006Server Class
Rfc1006LibNet.Advanced Namespace

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