

# Finger 3.1: a Windows Sockets Finger Client

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## Overview

Finger 3.1 is a Windows Sockets finger client. You may use Finger to query for users on a remote host. The Finger 3.1 distribution builds two finger clients: Finger and MFinger. These clients have the same user interface, and differ only in their network interface; Finger uses Berkeley style synchronous blocking calls, whereas MFinger uses the asynchronous WS extensions.

## Contents

<b>makefile</b>	The make file for building the distribution.
<b>finger.c</b>	M/Finger's user interface. This module processes all user input, and displays query results and errors.
<b>dsplist.c</b>	The 'display list' module that enables the network module to hand off the finger query results in a form that is meaningful to the user interface module.
<b>netwrkm.c</b>	Mfinger's network module. It isolates the network interface from the rest of the program, and uses asynchronous WS calls to query the remote host.
<b>netwrkb.c</b>	This is Finger's network module and has the same external call interface as netwrkm.c, but uses Berkeley style synchronous (blocking) WS calls.
<b>*.ico</b>	This is "dirty Bert," the finger icon, and is a matter of hysterical convention.
<b>other.ico</b>	Can be used in place of finger/mfinger.ico, if you prefer a more conventional icon.
<b>*.def</b>	The .def file describes executable output to linker.
<b>finger.dlg</b>	Contains definitions of dialog boxes.
<b>finger.rc</b>	Specifies resources.
<b>readme.*</b>	You're reading it now.
<b>m/finger.exe</b>	The executables.

## Requirements

- To run Finger, you'll need access to a remote host which runs a finger server.
- Since finger dynamically links to the winsock DLL and builds with the winsock.h, .def, and .lib files, you'll need a TCP/IP implementation that provides a Windows Sockets interface.
- The 3.1 distribution was built with the Microsoft® C/C++ 7.0 compiler and the Windows<sup>1</sup> 3.1 SDK.

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<sup>1</sup>Windows is a trademark of Microsoft Corporation

## Release Notes

The netwrkm.c module now calls `WSAAsyncSelect()` with `FD_READ | FD_CLOSE` flags in order to detect the end-of-stream. Actually, the module considers the zero `recv()` return to be the definitive indication of end-of-stream.

Netwrkm.c now checks for the `WSAEWOULDBLOCK` error that `connect()` usually returns. This isn't actually an error, but merely indicates that the connection request is still pending completion.

The host dialog now (optionally) queries for a user login id, along with the host name/address.

The 3.0 Mfinger would crash if given a host IP address. This has been fixed.

The release now builds for Windows Sockets rev 1.1, by default.