Windows Sockets Component

The Windows Sockets Component adds Windows Sockets support to your MFC application. This level of support added is equivalent to that provided by the **Windows Sockets** check box in AppWizard; the component adds a call to **AfxSocketInit** to your application's **InitInstance** function.

Note   You must have a class derived from **CWinApp** in your project in order to apply this component. Ideally, you should apply this component only to projects created using AppWizard.

For more information on the MFC models for network communications programs, see "Windows Sockets for Network Programming: Overview" in the Overview section of *Adding Program Functionality* in the *Visual C++ Programmer's Guide*.