

## PowerTCP™ Revision History

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This file provides the revision history for PowerTCP.

### 1.0 PowerTCP SDK (Original)

Produced August 9, 1994. 20 shipped to up to 31 Aug 94.

#### 1.0 rev A

Customer feedback caused us to make the following updates to the behavior of PowerTCP:

1. Previously, a Nag Screen appeared if running VBX's in a compiled environment. This was causing some testing difficulties, so we removed it. Compiled VB programs can now use SDK VBX's without Nag Screen appearing.
2. Two files, TCP\_CNST.BAS and TNT\_CNST.BAS were not included with the first distribution. Corrected.
3. Nag Screens in the Evaluation Kit would appear every minute (if left unattended) and eventually cause an overflow condition. Corrected.
4. If a VB program closed a session and went into a DoEvent() loop some reentrancy problems showed up. Corrected.
5. The VBX's would not save on a form saved in text format. Corrected.
6. The VB TALK app did not close properly. Corrected.
7. The TCPC.CPP and TNTC.CPP files were not included as DLL examples. Corrected.
8. LPBYTE for data has been changed to LPVOID (to minimize casting required).
9. For the DLL interface, if hSession was not mapped to a C++ object, it would return PT\_INVALID. To be consistent with other interfaces, this condition will now return a PT\_CLOSED state.
10. The Evaluation Kit previously put up a Nag Screen with each accepted connection. This feature has been removed so potential customers can test to see how many connections a server can accept without failure.
11. Previously, only one copy of an application created using the static libraries could be run at a time. Limitation corrected.

#### 1.0 rev B 9/22/94

1. VT-220 Custom Control added.
2. New Developer's Guide published.

3. Name conflict identified between PowerTCP class and MFC class. Corrected.

#### **1.0 rev B1 9/27/94**

1. VT-220 Custom Control property "Enable" changed to "Enabled" (consistent with VB Enabled property).

2. Bug in Windows NT 3.5 suspected...problem with deinitializing 32-bit Windows Sockets interface, causing an access violation. Work-around put into place. Testing with Microsoft will continue.

3. TELNET bug discovered. Double IAC characters were converted to a single IAC character as per the TELNET protocol. However, the counter was only decremented by one. Consequently, additional characters were reported at the end of the received string when there were in fact none. These additional characters were reported as actual data. This bug was benign in most cases, being only applicable for the transmission of binary data (where double IACs show up). FIXED.

#### **1.0 rev B2 10/25/94**

1. The WINSOCK recv() function is now protected so that a break point in a program receiving data over the connection can no longer cause data to continue to feed into the control. This will allow for greater debugging flexibility.

2. The PT\_DEBUG flag now causes only a single file to be created, with <SEND> and <RECV> flags in the file describing the data sent and received. This should greatly simplify the debugging of connections using command/reply pairs.

3. The fixed buffer used by PowerTCP has been decreased to 2048 bytes, minimizing its impact on the default data segment (DS). To optimize larger transfers, a dynamic global array is allocated for the duration of the connection only.

#### **1.0 rev C 10/28/94**

1. VBX and LIB versions of the FTP library were added to the SDK. These are BETA versions, and are included to get some of our customers moving along in their development. Updates will be provided if problems are reported. The DLL version will be shipping shortly.

#### **1.1 11/11/94 - Lot 1**

1. FTP fully supported.

2. End-user licenses are now available in single quantities.

3. New versions of the TCP, TELNET, and VT220 DLLs/VBXs were established.

#### **1.1 12/1/94 - Lot 2**

1. StateTelnet(), StateTcp(), RecvTelnet() and RecvTcp() were not exported properly. Fixed.

#### **1.1 12/25/94 - Lot 3**

1. 16 bit version compiled using Visual C++ 1.51., 32 bit libraries compiled using Visual C++ 2.0.
2. UDP Toolkit added to the line as a complementary product to the TCP Toolkit.

#### **1.1 1/6/94 - Lot 4**

1. Problems running TELNET and TCP on LanWorkplace and Pathworks stack - resolved.
2. Problems running FTP on LanWorkplace, Distinct, Pathworks, FTP Software - resolved.

#### **1.1 1/20/94 - Lot 5**

1. Using OS/2 stack, bind() would not work if host address is specified. We now recover from failure by setting address to NULL, then calling bind() a second time before calling it a failure. The OS/2 stack will only cause us a problem now if the LocalDotAddr specified in the LoginHost() function is not the default host when the host is a multi-homed host.

#### **1.1 2/9/95 - Lot 6**

1. Updated TCP and TELNET dynamic libraries (VBXs and DLLs) to version 3, adding in a parameter for Recv(). This function now includes a parameter of size\_t MaxRecvCnt, which limits received data to chunks no greater than that number. This function can now be used to disable network receives at any time (thereby providing back-pressure over the TCP connection). This function is useful to pause the receipt of data for an emulator, for example.
2. Removed PT\_RECV as a flag, as this is now superceded by the Recv(x) function.
3. Added TCP\_NODELAY as an option (PT\_TCPNODELAY added as a PT\_OPTION). When set, the sets the socket's TCP\_NODELAY option.
4. The VT220 Custom Control PrintPassthrough property has been added. When set, printer output goes directly to the printer, bypassing the usual device driver processing. This is useful for PostScript printer in PrinterController mode. The new name for the control is P16VT2B2.VBX.
5. TELNET did not properly negotiate BINARY option. Corrected.