

Text Server 1.0: a simple Windows Sockets server

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Overview

Text Server (TS) is a simple Windows Sockets server that illustrates the "other" side of client/server computing, winsock style. TS accepts client connections and interprets queries as file specifiers. TS then opens the requested file, and sends it back to the client. Outbound buffer traffic shows up in the client window. This server speaks the finger protocol, and will respond to any finger client. (e.g., the Windows Sockets 3.x Finger clients)

Contents

makefile	Builds the distribution.
txtsrv.c	The source, Luke.
txtsrv.*	The usual Windows complement of .def, .dlg, .h, .ico and .rc files.
default.txt	Lewis Carroll's "The Hunting of the Snark." TS replies with this file when given a null query. (Snark mode)

Requirements

- Since Text Server 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 1.0 distribution was built with the Microsoft C/C++ 7.0 SDK.
- You need a finger client to query the server.

Comments

When using WS M/Finger 3.1, specify the file spec in the "user id" field. In UNIX:

```
finger 'c:\autoexec.bat'@waldo
```

retrieves the autoexec.bat file from Windows 3.x host waldo.