



## Help for Finger

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#### **Description**

The Finger control requests user information from another host. Some hosts will return little information, some hosts return large amounts of information, some return none at all. The information typically returned includes last date of logon, mail waiting, real name, etc. Sometimes the information includes an address and/or a phone number.

The Finger control complies with RFC 1288.

#### **File Name**

FINGER1.VBX, FINGER32.OCX

#### **ActiveX / OCX Object Name**

Mabry.FingerCtrl

#### **ActiveX Compatibility**

VB 4.0 (32-bit) and 5.0

#### **ActiveX Built With**

Microsoft Visual C++ v4

#### **ActiveX - Required DLLs**

MFC40.DLL (October 6th, 1995 or later)

OLEPRO32.DLL (October 6th, 1995 or later)

MSVCRT40.DLL (September 29th, 1995 or later)

#### **VBX Object Type**

MabryFinger

#### **VBX Compatibility**

VB 2.0, 3.0 and 4.0 (16-bit)

#### **VBX Built With**

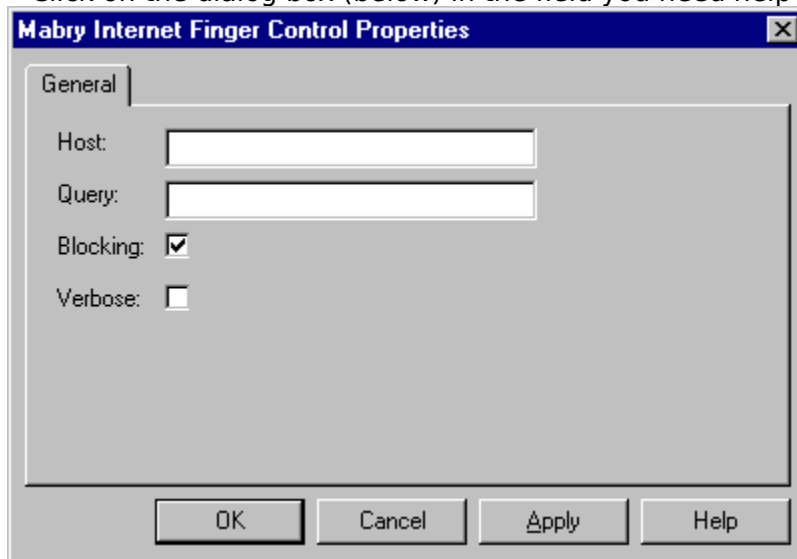
Microsoft Visual C++ v1.5

**Distribution Note** When you develop and distribute an application that uses this control, you should install the control file into the user's Windows SYSTEM directory. The control file has version information built into it. So, during installation, you should ensure that you are not overwriting a newer version.

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## Finger Property Page

Click on the dialog box (below) in the field you need help for.



The image shows a Windows-style dialog box titled "Mabry Internet Finger Control Properties". The dialog has a blue title bar with a close button (X) in the top right corner. Below the title bar is a tabbed interface with the "General" tab selected. The "General" tab contains the following controls:

- A "Host:" label followed by a text input field.
- A "Query:" label followed by a text input field.
- A "Blocking:" label followed by a checked checkbox.
- A "Verbose:" label followed by an unchecked checkbox.

At the bottom of the dialog, there are four buttons: "OK", "Cancel", "Apply", and "Help".

Close

## Finger Properties

Properties that have special meaning for this control or that only apply to this control are marked with an asterisk (\*).

\***Action** Property

\***Blocking** Property

\***Host** Property

\***Query** Property

\***Response** Property

\***ResponseCount** Property

\***Verbose** Property

\***Version** Property

Close

## Finger Events

Events that have special meaning for this control or that only apply to this control are marked with an asterisk (\*).

\*Done Event

Close

## Finger Methods

Methods that have special meaning for this control or that only apply to this control are marked with an asterisk (\*).

\*AboutBox Method

\*GetFinger Method

Close

## Frequently Asked Questions

### Internet Pack - General Questions

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## **Why won't my Internet Pack VBXes load into VB?**

### Frequently Asked Questions

The VBXes are looking for a file called WINSOCK.DLL. This DLL should be in your Windows directory (most DLLs are located in your Windows\System directory -- this one is an exception). Look for WINSOCK.DLL. If it's not in your Windows directory, we recommend moving it there. Be sure to write down where it was, in case something goes wrong.

Also, check the date on your WINSOCK.DLL. If it's 1994 or before, you should look into getting a later version.

## **Why do I get a GPF when I try to unload my form (or control) from the Done event?**

### Frequently Asked Questions

This is not uncommon in many controls. If the form containing the control is unloaded but the control's C++ code for the event has to reference the control, the GPF will occur because the control is no longer available after it is has been unloaded. The solution is to enable a timer in the Done event and have the Timer unload the form (or control).



## **With which TCP/IP stacks have your Internet controls been tested?**

### Frequently Asked Questions

The majority of our internal testing is done on either NT's or Win95's standard stacks. We also utilize a 3.1 machine running Trumpet Winsock.

As part of our beta program, the controls wind up on a variety of stacks like Novell (known to have differences in Winsock, but should be OK with the latest patches from Novell), WFWG (also has a known problem that can cause FTP trouble, but MS has a patch for that product as well (article ID Q122544)).

The controls support the standard Winsock interface, so in general, the 16-bit environments that do not come with a default stack (i.e., Windows 3.x) may involve a bit more setup, but as long as some reputable stack is used, there shouldn't be any problems.

## **How do I enable/disable the Windows 95 Dial-Up Networking connect prompt when my application issues a Connect method?**

### Frequently Asked Questions

The fact that the DUN pops up when attempting to establish a network connection is a Win95 OS setting. To change this behavior, choose Dial Up Networking from "My Computer", and select "Settings..." from the "Connections" menu. Set the desired value in the "When establishing a network connection" frame.

## **Why won't my Internet Pack VBX load?**

### Frequently Asked Questions

Usually, the Internet VBXes won't load when the WINSOCK.DLL is missing. Make sure you have a current WINSOCK.DLL in the Windows or Windows\System sub-dir. Some versions of Windows 3.x WinSocks may actually require a TCP/IP connection.

## How do I convert my code from BLOCKING (Synchronous) to NON-BLOCKING (Asynchronous)?

### Frequently Asked Questions

A quick fix for converting Blocking code to non-blocking code is as follows:

```
Blocking=False
```

In the Declarations of the Form, add:

```
Private fDone as Boolean
```

In the Done event of the control set the fDone flag as shown:

```
Private Sub FTP1_Done()  
    fDone = True  
End Sub
```

Then, when invoking a method, just loop until the Done event sets the fDone flag.

```
fDone = False  
mMail1.Connect  
Do  
    DoEvents  
    'here is where your application  
    'can do other things  
Loop Until (fDone)
```

Note: you may want to set a timer in the loop so it will not loop endlessly should some problem occur. Also, depending upon your code you may want to conditionally set the fDone flag in the AsyncError event.

## How can I detect whether someone has entered an IP or host name?

### Frequently Asked Questions

You can use the function (below) to check for a host name or IP address.

```
' This Function receives a string argument and
' validates whether the string is a valid IP value,
' by verifying that it is in the format of w.x.y.z and
' that each octet is between 0 and 255
,
' Returns True if IP there are 4 octets and each is
' between 0 and 255.
,
' Returns False in all other cases
,
' Disclaimer -- this function will not detect certain
' values such as netmasks like 255.255.255.255,
' which meet the criteria but are not valid IPs.
,
```

```
Private Function Valid_IP(IP As String) As Boolean
    Dim i As Integer
    Dim dot_count As Integer
    Dim test_octet As String

    IP = Trim$(IP)

    ' make sure the IP long enough before
    ' continuing
    If Len(IP) < 8 Then
        Valid_IP = False
        Exit Function
    End If

    i = 1
    dot_count = 0
    For i = 1 To Len(IP)
        If Mid$(IP, i, 1) = "." Then
            ' increment the dot count and
            ' clear the test octet variable
            dot_count = dot_count + 1
            test_octet = ""
            If i = Len(IP) Then
                ' we've ended with a dot
                ' this is not good
                Valid_IP = False
                Exit Function
            End If
        Else
            test_octet = test_octet & Mid$(IP, i, 1)
            On Error Resume Next
            byte_check = CByte(test_octet)
            If (Err) Then
                ' either the value is not numeric
                ' or exceeds the range of the byte
                ' data type.
                Valid_IP = False
                Exit Function
            End If
        End If
    Next i

    ' check if there are 4 octets
    If dot_count = 3 Then
        Valid_IP = True
    Else
        Valid_IP = False
    End If
End Function
```

```
        End If
    End If
Next i
' so far, so good
' did we get the correct number of dots?
If dot_count <> 3 Then
    Valid_IP = False
    Exit Function
End If
' we have a valid IP format!
Valid_IP = True
End Function
```

## **What is the meaning of Error 20002 "unexpected server response"?**

### Frequently Asked Questions

The control has issued some command and the server did not accept it. It could be anything from an improperly formatted e-mail address to an unimplemented command on the server. You'll have to enable debugging to see what the command and reply are.

## **Can you recommend any good books that will help me understand Internet programming better?**

### Frequently Asked Questions

Any good book on TCP/IP would be helpful. From personal experience, tech support recommends "TCP/IP" by Dr. Sidnie Feit, published by McGraw-Hill . It is *not* written from a programming standpoint, but does include everything you'd want to know about the lower levels of the OSI stack (including TCP/UDP/IP, etc.).



## **I'm unclear on blocking. Can you explain it to me?**

### Frequently Asked Questions

When your application requests data from a network connection, it is hard to predict how long it will take before the data arrives and the call can complete. As a programmer, you have to determine whether to wait for the outcome of the call, or return immediately to your application and get the data *when* the data arrives.

Calls that wait, are called blocking calls. Because the call must complete before the application continues, blocking calls are also referred to as synchronous calls.

Calls that return control to your application immediately are called non-blocking calls. Since your application can perform tasks while the call is retrieving the data, non-blocking calls are also referred to as asynchronous calls.

Mabry Internet controls support both blocking and non-blocking calls.

It is important to note that even when using blocking calls, Windows can send event messages (such as Timer events, mouse clicks, etc.) to your application and it can respond to them. This can result in errors. It is the responsibility of the programmer to minimize the likelihood of these situations (such as disabling any Timers or command buttons that will interrupt the call) and handle any errors should such conditions arise.

Error handling is very important when issuing calls to a network. Always use some method of On Error handling when invoking blocking calls. For non-blocking calls, normal On Error handling is required in addition to responding to the AsyncError event.

## **Should I use blocking or non-blocking calls?**

Frequently Asked Questions

It depends on your application. See the explanation on blocking calls for a complete description of blocking vs. non-blocking.

## **Why do I keep getting the error "Busy executing asynchronous command"?**

### Frequently Asked Questions

A call has been invoked but a previous call has not been completed yet. Either set Blocking mode to true or wait for the Done event before issuing subsequent commands.

It is important to note that even when using blocking calls, Windows can send event messages (such as Timer events, mouse clicks, etc.) to your application and it can respond to them. This can result in errors. It is the responsibility of the programmer to minimize the likelihood of these situations (such as disabling any Timers or command buttons that will interrupt the call) and handle any errors should such conditions arise.

## **Why do I keep getting errors when using an Internet VBX control?**

### Frequently Asked Questions

A call has been invoked but a previous call has not been completed yet. Either set Blocking mode to true or wait for the Done event before issuing subsequent commands.

It is important to note that even when using blocking calls, Windows can send event messages (such as Timer events, mouse clicks, etc.) to your application and it can respond to them. This can result in errors. It is the responsibility of the programmer to minimize the likelihood of these situations (such as disabling any Timers or command buttons that will interrupt the call) and handle any errors should such conditions arise.

## **How do I tell what's happening when your control is talking to a server?**

### Frequently Asked Questions

The Internet Pack controls have debugging support built-in. Simply set the Debug property on the control to 1 and then add the following code to the Debug event of the control:

```
Debug.Print Message
```

## Registration Information

### CREDITS

Finger was written by Zane Thomas.

### CONTACT INFORMATION

Orders, inquiries, technical support, questions, comments, etc. can be sent to [mabry@mabry.com](mailto:mabry@mabry.com) on the Internet. Our mailing address/contact information is:

Mabry Software, Inc.  
Post Office Box 31926  
Seattle, WA 98103-1926  
Sales: 1-800-99-MABRY (U.S. Only)  
Voice: 206-634-1443  
Fax: 206-632-0272 or 206-364-3196  
Web: <http://www.mabry.com>

### COST

The price of Finger (control only) is US\$20 (US\$25 for International orders). The cost of Finger and the C/C++ source code (of the control itself) is US\$50 (US\$55 for International orders).

Prices are subject to change without notice.

### DELIVERY METHODS

We can ship this software to you via air mail and/or e-mail.

**Air Mail** - you will receive disks, a printed manual, and printed receipt if you choose this delivery method. The costs are:

US\$5.00	US Priority Mail
US\$10.00	AirBorne Express 2nd Day (US deliveries only)
US\$15.00	AirBorne Express Overnight (US deliveries only)
US\$45.00	International AirBorne Express.

**E-Mail** - We can ship this package to you via e-mail. You need to have an e-mail account that can accept large file attachments (which includes CompuServe, AOL, and most Internet providers). If you choose this option, please note: a printed manual is not included. We will, however, e-mail a receipt to you.

Be sure to include your full mailing address with your order. Sometimes (on the Internet) the package cannot be e-mailed, so we are forced to send it through the normal mails.

**CompuServe E-Mail** - CompuServe members can use the software registration forum (GO SWREG) to register this package. Finger's SWREG ID number is 6392. The source code version's ID number is 9059. PLEASE NOTE: When you order through SWREG, we send the registered package to your CompuServe account (not your Internet or AOL account) within a few hours.

### ORDER / PAYMENT METHODS

You can order this software by phone, fax, e-mail, mail. For your convenience, an order form has been provided that you can print out directly from this help file.

Please note that orders must include all information that is requested on our order form. Your shipment WILL BE DELAYED if we have to contact you for additional information (such as phone number, street address, etc.).

You can pay by credit card (VISA, MasterCard, American Express), check (U.S. dollars drawn on a U.S. bank), cash, International Money Order, International Postal Order, Purchase Order (established business entities only - terms net 30), or wire transfer.

## **WIRE TRANSFER INFORMATION**

Here is the information you need regarding our account for a wire funds transfer:

Bank Name: SeaFirst - Stone Way Branch  
Bank Address: 3601 Stone Way North  
Seattle, WA 98103  
Bank Phone: 206-585-4951  
Account Name: Mabry Software, Inc.  
Routing Number: 12000024  
Account Number: 16311706

If you are paying with a wire transfer of funds, please add US\$12.50 to your order. This is the fee that SeaFirst Bank charges Mabry Software. Also, please ADD ANY ADDITIONAL FEES THAT YOUR BANK MAY CHARGE for wire transfer service. If you are paying with a wire transfer, we must have full payment deposited to our account before we can ship your order.

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# Finger Order Form

Use the Print Topic... command from the File menu to print this order form.

**Mail this form to:** Mabry Software, Inc.  
Post Office Box 31926  
Seattle, WA 98103-1926  
Phone: 206-634-1443  
Fax: 206-632-0272 or 206-364-3196  
Internet: mabry@mabry.com  
Web: www.mabry.com

Where did you get this copy of Finger?

\_\_\_\_\_

Name: \_\_\_\_\_

Ship to: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_

Fax: \_\_\_\_\_

E-Mail: \_\_\_\_\_

MC/VISA/AMEX: \_\_\_\_\_ exp. \_\_\_\_\_

P.O. # (if any): \_\_\_\_\_ Signature \_\_\_\_\_

qty ordered \_\_\_\_\_ REGISTRATION  
\$20.00 (\$25.00 international). Check or money order in U.S.  
currency drawn on a U.S. bank. Add \$5.00 per order for shipping  
and handling.

qty ordered \_\_\_\_\_ SOURCE CODE AND REGISTRATION  
\$50.00 (\$55.00 international). Check or money order in U.S.  
currency drawn on a U.S. bank. Add \$5.00 per order for shipping  
and handling.



## See Also

[Host](#) Property

[Response](#) Property

[ResponseCount](#) Property

[Done](#) Event

[GetFinger](#) Method

**See Also**

**Action** Property

**Done** Event

**GetFinger** Method

## See Also

[\*\*Action\*\* Property](#)

[\*\*Blocking\*\* Property](#)

[\*\*Response\*\* Property](#)

[\*\*ResponseCount\*\* Property](#)

[\*\*GetFinger\*\* Method](#)

## See Also

[\*\*Action\*\* Property](#)

[\*\*Blocking\*\* Property](#)

[\*\*Response\*\* Property](#)

[\*\*ResponseCount\*\* Property](#)

[\*\*Done\*\* Event](#)

## See Also

[Action Property](#)

[Query Property](#)

[Done Event](#)

[GetFinger Method](#)

## See Also

[\*\*Action\*\* Property](#)

[\*\*Host\*\* Property](#)

[\*\*Verbose\*\* Property](#)

[\*\*Done\*\* Event](#)

[\*\*GetFinger\*\* Method](#)

## See Also

[Action](#) Property

[Query](#) Property

[ResponseCount](#) Property

[Done](#) Event

[GetFinger](#) Method

## See Also

[Action Property](#)

[Query Property](#)

[Response Property](#)

[Done Event](#)

[GetFinger Method](#)



## See Also

[\*\*Action\*\* Property](#)

[\*\*Host\*\* Property](#)

[\*\*Response\*\* Property](#)

[\*\*ResponseCount\*\* Property](#)

[\*\*Done\*\* Event](#)

[\*\*GetFinger\*\* Method](#)

## AboutBox Method

### Description

displays the About Box for the control.

### Syntax

*object*.**AboutBox**

The syntax of the **AboutBox** method has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	Required. A Finger control.

### Remarks

This method displays the About Box for this control to display copyright information.

## Action Property

See Also

### Description

Causes control to initiate a command / method.

### Syntax

*object.Action* [= *action* ]

The syntax of the **Action** property has these parts:

<b>Part</b>	<b>Description</b>
<i>object</i>	A Finger control.
<i>action</i>	An integer that determines the action / method for the control to execute.

### Remarks

Setting this property makes the Finger control perform an action. The action depends on the value set. Finger accepts the following:

<b>Value</b>	<b>Description</b>
1	Retrieves the information (if any) for the user, specified in the <u>Query property</u> , on the host specified in the <u>Host property</u> . This works just like the <u>GetFinger method</u> .

### Data Type

Integer (enumerated)

## Blocking Property

[See Also](#)

### Description

Determines if any methods or actions are blocking.

### Syntax

*object*.**Blocking** [= *blocking* ]

The syntax of the **Blocking** property has these parts:

<b>Part</b>	<b>Description</b>
<i>object</i>	A Finger control.
<i>blocking</i>	A boolean flag that determines if the control waits for completion of an operation (True), or returns control to the program immediately (False).

### Remarks

If this property is set to True, any commands using either the [Action property](#) or the [GetFinger method](#) will not return to your code until the command completes. In other words, the command will be handled synchronously.

If this property is false, any commands are handled asynchronously. They return to you immediately. You are notified of completion with the [Done event](#).

### Data Type

Integer (boolean)

## Done Event

[See Also](#)

### Description

This event procedure is fired when the control retrieves the requested data.

### Syntax

**Sub** *object\_Done*([*index As Integer*,] *errornumber As Integer*)

The syntax of the **Done** event has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.
<i>index</i>	An integer that identifies a control if it's in a control array.
<i>errornumber</i>	An integer that specifies an error, if any.

### Remarks

This event fires when the data request completes. If the *errornumber* parameter is zero, the nickname / Finger data is in the [Response property](#) array.

## GetFinger Method

[See Also](#)

### Description

Gets user information from specified server.

### Syntax

*object*.**GetFinger** *host*, *blocking*

The syntax of the **GetFinger** method has these parts:

<b>Part</b>	<b>Description</b>
<i>object</i>	Required. A Finger control.
<i>host</i>	Optional. A string expression containing the address of the host to which the Finger query is to be made. The <a href="#">Host property</a> is used if this parameter is not specified.
<i>blocking</i>	Optional. A boolean flag that determines if the method should return immediately (False) or if the control should wait until it retrieves the requested data from the host (True).

### Remarks

This method requests the user information from the host (specified in *host*). If no host is specified, the [Host property](#) is used.

This method can be called in one of two ways: blocking or non-blocking. This is determined by the *blocking* parameter or, if the *blocking* parameter is not specified, the [Blocking property](#) is used.

If blocking, the Finger control does not return control to your program until it retrieves the queried data from the host specified or until it times-out.

With non-blocking the control returns immediately. The control fires the [Done event](#) upon completion (good or bad). Sometimes, with the non-blocking method, an error is reported (10035) immediately. This is only a warning from the WinSock layer and can be treated as normal (ignored).

If this method completes successfully, the [Response](#) and [ResponseCount](#) properties hold the results of the search.

## Host Property

[See Also](#)

### Description

Finger requests information from the host with this address.

### Syntax

*object*.**Host** [= *host* ]

The syntax of the **Host** property has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.
<i>host</i>	A string expression that holds the name or IP address of the host to query.

### Remarks

This property determines which host Finger will query. This property can be either the host's name or IP address.

### Data Type

String

## Query Property

[See Also](#)

### Description

This holds the string that Finger uses to query the [host](#).

### Syntax

*object*.**Query** [= *query* ]

The syntax of the **Query** property has these parts:

<b>Part</b>	<b>Description</b>
<i>object</i>	A Finger control.
<i>query</i>	A string expression that specifies the text to find.

### Remarks

This property holds the user name of the person in question. Typically you should put just the username here.

If you don't know the whole username, put the first few letters that you do know, then add an ellipsis ("...") to the end. This will search for all names beginning with the letters you specified.

### Data Type

String



## ResponseCount Property

[See Also](#)

### Description

Holds the number of lines of data retrieved.

### Syntax

*object*.**ResponseCount**

The syntax of the **ResponseCount** property has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.

### Remarks

ResponseCount holds the number of lines of data received from the search. This property tells you how many lines of text are found in the [Response property](#) array.

This property is only valid after searching using the [Action property](#) or [GetFinger method](#).

This property is read-only and only available at run-time.

### Data Type

Integer

## Response Property

[See Also](#)

### Description

Response holds the data retrieved from a query.

### Syntax

*object*.**Response**( *index* )

The syntax of the **Response** property has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.
<i>index</i>	An integer that identifies a response entry.

### Remarks

This property contains the user data retrieved from the host. It is a property array where each element in the array contains a line of text (in order, as received) from the database. The index ranges from zero (0) to (ResponseCount - 1).

The data received can be in various formats (freeform at times).

This property is only valid after searching using the Action property or GetFinger method.

This property is read-only and only available at run-time.

### Data Type

String

## Verbose Property

[See Also](#)

### Description

Determines the level of response from the queried host.

### Syntax

*object*.**Verbose** [= *boolean* ]

The syntax of the **Verbose** property has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.
<i>boolean</i>	A boolean flag that determines the level of detail retrieved from the host during a search.

### Remarks

If this property is set to True, Finger responses will usually contain more information. Not all hosts respond to this flag.

### Data Type

Integer (boolean)

## Version Property

### Description

Shows the version of the control.

### Syntax

*object*.**Version**

The syntax of the **Version** property has these parts:

<b><u>Part</u></b>	<b><u>Description</u></b>
<i>object</i>	A Finger control.

### Remarks

This property holds the current version of the control. It is read-only and available at both design-time and run-time.

### Data Type

String

## **Getting Custom Controls Written**

If you or your organization would like to have custom controls written, you can contact us at the following:

Mabry Software, Inc.  
Post Office Box 31926  
Seattle, WA 98103-1926  
Phone: 206-634-1443  
Fax: 206-632-0272 or 206-364-3196  
Internet: [mabry@mabry.com](mailto:mabry@mabry.com)

You can also contact Zane Thomas. He can be reached at:

Zane Thomas  
Post Office Box 121  
Indianola, WA 98342  
Internet: [zane@mabry.com](mailto:zane@mabry.com)

## **Licensing Information**

### **Legalese Version**

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