

## Namespaces

Namespaces

Namespaces

Namespace	Description
<a href="#">SciSnet</a>	

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## SciSnet Namespace

Namespaces > SciSnet

Syntax

C#

namespace SciSnet  Types

All Types

Classes

Structures

Interfaces

Enumerat

**Icon**

**Type**

**Description**



**SN**

SN Class - SciSnet Sockets Communication Interface Methods

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## SN Constructor

[Namespaces](#) > [SciSnet](#) > [SN](#) > [SN\(\)](#)

SN Class - constructor

### Syntax

C#

```
public SN () Assembly: SCISNET (Module: SCISNET)
```

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## NETCLS Method (netid, code)

Namespaces > SciSnet > SN > NETCLS(Int32, Int32)

Routine to close a network connection

### Syntax

C#

```
public static int NETCLS (  
    int netid,  
    int code  
)
```

### Parameters

netid (**Int32**)

Network connection ID  
1 thru 100

code (**Int32**)

Function code

- 1 - Purge input and output messages
- 2 - Purge input, wait for output messages

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection not open
- 5 - Server not running

Assembly: SCISNET (Module: SCISNET)

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## NETDTM Method (month, day, year, hour, min, sec, msec)

Namespaces > SciSnet > SN > NETDTM(Int32, Int32, Int32, Int32, Int32, Int32, Int32)



Routine to get date and time.

### Syntax

C#

```
public static int NETDTM (  
    ref int month,  
    ref int day,  
    ref int year,  
    ref int hour,  
    ref int min,  
    ref int sec,  
    ref int msec  
)
```

### Parameters

month (**Int32**)

Month

day (**Int32**)

Day

year (**Int32**)

Year

hour (**Int32**)

Hour

min (**Int32**)

Minute

sec (**Int32**)

Second

msec (**Int32**)

Millisecond

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - System exception
- 2 - SN Class not instantiated

Assembly: SCISNET (Module: SCISNET)

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## NETENC Method (code, bytbuf, intbuf, svalue)

Namespaces > [SciSnet](#) > [SN](#) > [NETENC\(Int32, Byte\[\], Int32\[\], String\)](#)

Routine to encode bytes, integers, or strings

### Syntax

C#

```
public static int NETENC (  
    int code,  
    byte[] bytbuf,  
    int[] intbuf,  
    ref string svalue  
)
```

### Parameters

code (**Int32**)

Type of encoding

- 1 - int to Byte
- 2 - Byte to int
- 3 - string to Byte (ASCII encoding)
- 4 - string to Byte (Unicode encoding)
- 5 - Byte to string (ASCII encoding)
- 6 - Byte to string (Unicode encoding)

bytbuf (**Byte**[])

Byte array(4 times intbuf size)

intbuf (**Int32**[])

Integer array

svalue (**String**)

String value

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated

Assembly: SCISNET (Module: SCISNET)

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## NETERR Method (Istexc, Istrtn, Isterr)

Namespaces > [SciSnet](#) > [SN](#) > NETERR(String, String, Int32)

Routine to get error messages and error code.

### [-] Syntax

C#

```
public static int NETERR (  
    ref string Istexc,  
    ref string Istrtn,  
    ref int Isterr
```

### [-] Parameters

Istexc (**String**)

Last SciSnet Exception

Istrtn (**String**)

Last SciSnet routine in error

Isterr (**Int32**)

Last SciSnet routine error code

### [-] Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - SN Class not instantiated
- 3 - System exception

### [-] Remarks

Method clears current error messages and code.

Assembly: SCISNET (Module: SCISNET)

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## NETFLS Method (netid, code)

Namespaces > [SciSnet](#) > [SN](#) > NETFLS(Int32, Int32)

Routine to flush network messages

### **Syntax**

C#

```
public static int NETFLS (  
    int netid,  
    int code  
)
```

### **Parameters**

netid (**Int32**)

Network connection ID  
1 thru 100

code (**Int32**)

Function code

- 1 - Flush receive messages
- 2 - Flush send messages
- 3 - Flush receive and send messages

### **Return Value**

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection not open
- 5 - Server not running

Assembly: SCISNET (Module: SCISNET)

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## NETOPN Method (netid, rname, rport, rtime)

Namespaces > [SciSnet](#) > [SN](#) > NETOPN(Int32, String, Int32, Int32)

Routine to open a network connections

### Syntax

C#

```
public static int NETOPN (  
    int netid,  
    string rname,  
    int rport,  
    int rtime  
)
```

### Parameters

netid (**Int32**)

Network connection ID (1 - 100)

rname (**String**)

Remote host name or IP address

rport (**Int32**)

Remote host receive port(1-65535)

rtime (**Int32**)

Remote host connection timeout(ms)

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection already open
- 5 - Server not running
- 6 - Duplicate remote host name
- 7 - Remote host not found
- 8 - Remote host connection failed
- 9 - Remote host connection timed out

Assembly: SCISNET (Module: SCISNET)

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## NETREC Method (netid, code, timeout, outbuf, limit, nbytes)

Namespaces > SciSnet > SN > NETREC(Int32, Int32, Int32, Byte[], Int32, Int32)



Routine to receive a message buffer

### Syntax

C#

```
public static int NETREC (  
    int netid,  
    int code,  
    int timeout,  
    byte[] outbuf,  
    int limit,  
    ref int nbytes
```

### Parameters

netid (**Int32**)

Network connection ID  
1 thru 100

code (**Int32**)

Option code

- 1 - Normal read
- 2 - Read with timeout

timeout (**Int32**)

Timeout value (ms)

outbuf (**Byte[]**)

Output message buffer

limit (**Int32**)

Maximum length for outbuf

nbytes (**Int32**)

Number of bytes received

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection not open
- 5 - Message truncated to limit
- 6 - Transmission errors detected
- 7 - Receive timed out
- 8 - Server not running

Assembly: SCISNET (Module: SCISNET)

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## NETSND Method (netid, code, outbuf, nbytes)

Namespaces > [SciSnet](#) > [SN](#) > NETSND(Int32, Int32, Byte[], Int32)

Routine to send a message buffer

### Syntax

C#

```
public static int NETSND (  
    int netid,  
    int code,  
    byte[] outbuf,  
    int nbytes  
)
```

### Parameters

netid (**Int32**)

Network connection ID  
1 thru 100

code (**Int32**)

Option code

- 1 - Send message
- 2 - Wait on message to be sent
- 3 - Timestamp message
- 4 - Wait + timestamp

outbuf (**Byte[]**)

Message buffer bytes array

nbytes (**Int32**)

Number of bytes to send

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection not open
- 5 - Memory exhausted
- 6 - Transmission errors detected
- 7 - Server not running

Assembly: SCISNET (Module: SCISNET)

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## NETSRV Method (code, lport, rlen, slen)

Namespaces > SciSnet > SN > NETSRV(Int32, Int32, Int32, Int32)

Routine to start/stop local host server

### Syntax

C#

```
public static int NETSRV (  
    int code,  
    int lport,  
    int rlen,  
    int slen  
)
```

### Parameters

code (**Int32**)

Function code

- 1 - Start server
- 2 - Resume server
- 3 - Stop server

lport (**Int32**)

Local server port (1 - 65535)

rlen (**Int32**)

Receive TCP/IP buffer size

slen (**Int32**)

Send TCP/IP buffer size

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments
- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Server already started
- 5 - Server already stopped
- 6 - Receive thread failed to start
- 7 - Send thread failed to start
- 8 - Timeout thread failed to start
- 9 - Receive thread failed to stop
- 0 - Send thread failed to stop
- 1 - Timeout thread failed to stop
- 2 - Memory allocation error

Assembly: SCISNET (Module: SCISNET)

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## NETSTS Method (netid, lname, laddr, rname, raddr, nrmsg, nsmsg, nrcnt, nscnt, nrerr, nserr, rerr, serr)

Namespaces > SciSnet > SN > NETSTS(Int32, String, String, String, String, Int32, Int32,

Int32, Int32, Int32, Int32, Int32, Int32)

Routine to get network connection status

### Syntax

C#

```
public static int NETSTS (  
    int netid,  
    ref string lname,  
    ref string laddr,  
    ref string rname,  
    ref string raddr,  
    ref int nrmsg,  
    ref int nsmsg,  
    ref int nrcnt,  
    ref int nscnt,  
    ref int nrerr,  
    ref int nserr,  
    ref int rerr,  
    ref int serr  
)
```

### Parameters

netid (**Int32**)  
Network connection ID (1-100)

lname (**String**)  
Local host name

laddr (**String**)  
Local host ip address

rname (**String**)  
Remote host name

raddr (**String**)  
Remote host ip address

nrmsg (**Int32**)  
Number of receive messages

nsmsg (**Int32**)  
Number of send messages

nrcnt (**Int32**)  
Number bytes receive msgs

nscnt (**Int32**)  
Number bytes send msgs

nrerr (**Int32**)  
Number receive msgs errors

nserr (**Int32**)  
Number send msgs errors

rerr (**Int32**)  
Receive message error

serr (**Int32**)  
Send message error

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Invalid arguments

- 2 - System exception
- 3 - SN Class not instantiated
- 4 - Connection not open
- 5 - Transmission errors detected
- 6 - Server not running

Assembly: SCISNET (Module: SCISNET)

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## NETSUS Method (tmeout)

Namespaces > SciSnet > SN > NETSUS(Int32)

Routine to sleep the executing thread.

### Syntax

C#

```
public static int NETSUS (  
    int tmeout  
)
```

### Parameters

tmeout (**Int32**)

Time out value

- 0 - Give up time slice to any other
- xxx - Sleep current thread for xxx

### Return Value

Status is returned as an int value.

- 0 - Normal return
- 1 - Argument error
- 2 - System exception
- 3 - SN Class not instantiated

Assembly: SCISNET (Module: SCISNET)

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## NETTMR Method

[Namespaces](#) > [SciSnet](#) > [SN](#) > **NETTMR()**

Routine to get current time in milliseconds.

### Syntax

C#

```
public static int NETTMR ()  Return Value
```

Current time (milliseconds) is returned as an int value.

Assembly: SCISNET (Module: SCISNET)

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## Example Programs

Example Programs are provided to demonstrate the usage of SciSnet Library methods.

The following links provide access to the example programs:

[TNET](#)

Use of SciComm Library Methods.

```

/*****
 *
 *   TNET - Program to test .NET 2005 TCP/IP Sockets support
 *
 *****/

using System;
using SciSnet;

class TNET
{

/* Instantiate SciSnet Class */

    public static SN SNClass = new SN();

/* Main Program */

    static void Main()
    {

/* Local variables */

        int status,i = 0,j = 0,NetID = 0,LPort = 0,RPort = 0,RTime = 0,
            Rlen = 0,Slen = 0,Code = 0,Nrmsg = 0,Nsmsg = 0,Nrcnt = 0,
            Nscnt = 0,Nrerr = 0,Nserr = 0,Rerr = 0,Serr = 0,Lsterr = 0,
            ival = 0,NBytes = 0,Func = 0,Limit = 80,Value = 0,j1 = 0,
            j2 = 0,n = 0;
        int[] IntBuf = new int[Limit];
        Byte[] BytBuf;
        Byte[] TmpBuf;
        string RName,Rname = "",Raddr = "",Lname = "",Laddr = "",
            Lstexc = "",Lstrtn = "",reply = "",line = "", pline = "";
        bool dialog, SFlag;
        const string bc = "Enter",oc = "O",cc = "C",qc = "Q", sc = "S",
            rc = "R",wc = "W",fc = "F",mc = "M",nc = "N";

/* Start Main */

        try
        {

/* Dialog processing loop */

            dialog = true;
            SFlag = false;
            while (dialog)

```

```

{

/*      Main Function Message      */

    Console.WriteLine("\n TNET Functions:\n");
    Console.WriteLine("    N = Server      (NETSRV)");
    Console.WriteLine("    O = Open       (NETOPN)");
    Console.WriteLine("    C = Close      (NETCLS)");
    Console.WriteLine("    S = Status     (NETSTS)");
    Console.WriteLine("    R = Read       (NETREC)");
    Console.WriteLine("    W = Write      (NETSND)");
    Console.WriteLine("    F = Flush      (NETFLS)");
    Console.WriteLine("    M = Display Menu");
    Console.WriteLine("    Q = Quit/Exit");
    Console.Write("\n Enter Function: ");

/*      Get function code      */
    line = Console.ReadLine().ToUpper();
    if (line.Length == 0)
    {
/*      Nothing entered, loop      */
        continue;
    }
    reply = line.Substring(0,1);

/*      Process reply      */

    switch (reply)
    {

        case bc:

/*      Blank line      */
            break;

        case mc:

/*      Menu command      */
            break;

        case nc:

/*      Network server      */

            Console.WriteLine("\n    Network Server Functions:\n");
            Console.WriteLine("        1 = Start Network Server");
            Console.WriteLine("        2 = Resume Network Server");
            Console.WriteLine("        3 = Stop Network Server");
            if (SFlag)

```

```

        {
/*      Network server is started      */
        Code = 3;
        Console.WriteLine("\n      Enter Function [3]: ");
        SFlag = false;
        }
    else
    {
/*      Network server is down      */
        Code = 1;
        Console.WriteLine(
            "\n      Enter Function      [1]: ");
        SFlag = true;
    }
    line = Console.ReadLine();
    if (line.Length > 0)
    {
/*      Set select code value      */
        Int32.TryParse(line,out ival);
        Code = ival;
    }
/*      Start Network Server parameters      */
    if (Code == 1)
    {
/*      Set local listen port      */
        LPort = 8001;
        Console.WriteLine(
            "      Enter Local Listen Port      [8001]: ");
        line = Console.ReadLine();
        if (line.Length > 0)
        {
/*      Set selected local port value      */
            Int32.TryParse(line,out ival);
            LPort = ival;
        }
/*      Set TCP/IP receive buffer length      */
        Rlen = 1440;
        Console.WriteLine(
            "      Enter Receive Buffer Length[1440]: ");
        line = Console.ReadLine();
        if (line.Length > 0)
        {
/*      Set selected receive buffer length      */
            Int32.TryParse(line,out ival);
            Rlen = ival;
        }
/*      Set TCP/IP send buffer length      */
        Slen = 1440;
        Console.WriteLine(
            "      Enter Send Buffer Length      [1440]: ");
        line = Console.ReadLine();
        if (line.Length > 0)
        {
/*      Set selected send buffer length      */
            Int32.TryParse(line,out ival);
            Slen = ival;
        }
    }
/*      Call NETSRV routine      */
    status = SN.NETSRV(Code,LPort,Rlen,Slen);

```

```

if (status != 0)
{
    Console.WriteLine("\n NETSRV error: ({0})\n",status);
    Console.WriteLine("    Code   = {0}",Code);
    Console.WriteLine("    LPort  = {0}",LPort);
    Console.WriteLine("    Rlen   = {0}",Rlen);
    Console.WriteLine("    Slen   = {0}",Slen);
}
break;

case oc:

/*      Open network connection      */

/*      Get NetID      */
NetID = 1;
Console.Write(
    "\n      Enter Network Connection ID      [1]: ");
line = Console.ReadLine();
if (line.Length > 0)
{
    Int32.TryParse(line,out ival);
/*      Set NetID value      */
    NetID = ival;
}

/*      Get remote host name      */
Console.Write(
    "      Enter Remote Host Name      : ");
line = Console.ReadLine();
if (line.Length > 0)
{
/*      Set remote host name      */
    RName = line;
}
else
{
/*      Nothing entered      */
    continue;
}

/*      Get remote port      */
RPort = 8001;
Console.Write(
    "      Enter Remote Host Receive Port      [8001]: ");
line = Console.ReadLine();
if (line.Length > 0)
{
    Int32.TryParse(line,out ival);
/*      Set selected remote port value      */
    RPort = ival;
}

/*      Get remote host connect timeout value      */
RTime = 0;
Console.Write(
    "      Enter Remote Host Connect Timeout Value[0]: ");
line = Console.ReadLine();
if (line.Length > 0)
{

```

```

        Int32.TryParse(line,out ival);
/*      Set remote host connect timeout value      */
        RTime = ival;
    }
/*      Open connection to remote host      */
    status = SN.NETOPN(NetID,RName,RPort,RTime);
    if (status != 0)
    {
        Console.WriteLine("\n NETOPN error: ({0})\n",status);
        Console.WriteLine("      NetID = {0}",NetID);
        Console.WriteLine("      RName = {0}",RName);
        Console.WriteLine("      RPort = {0}",RPort);
        Console.WriteLine("      RTime = {0}",RTime);
    }
    break;

case cc:

/*      Close network connection      */

/*      Get function code      */
    Console.WriteLine("\n      Close Functions:\n");
    Console.WriteLine(
        "          1 = Purge input and output messages");
    Console.WriteLine(
        "          2 = Purge input,wait for output messages");
    Console.Write("\n      Enter Function          [1]: ");
    Code = 1;
    line = Console.ReadLine();
    if (line.Length > 0)
    {
        Int32.TryParse(line,out ival);
/*      Set select code value      */
        Code = ival;
    }
/*      Get NetID      */
    NetID = 1;
    Console.Write("          Enter Network Connection ID[1]: ");
    line = Console.ReadLine();
    if (line.Length > 0)
    {
        Int32.TryParse(line,out ival);
/*      Set NetID value      */
        NetID = ival;
    }
/*      Close network connection      */
    status = SN.NETCLS(NetID,Code);
    if (status != 0)
    {
        Console.WriteLine("\n NETCLS error: ({0})\n",status);
        Console.WriteLine("      NetID = {0}",NetID);
        Console.WriteLine("      Code = {0}",Code);
    }
    break;

case sc:

```

```

/*      Network connection status      */

/*      Get NetID      */
NetID = 1;
Console.WriteLine("\n      Enter Network Connection ID[1]: ");
line = Console.ReadLine();
if (line.Length > 0)
{
/*      Set NetID value      */
NetID = ival;
}

/*      Get status for this network connection      */
status = SN.NETSTS(NetID,ref Lname,ref Laddr,ref Rname,
                  ref Raddr,ref Nrmsg,ref Nsmsg,ref Nrcnt,
                  ref Nscnt,ref Nrerr,refNserr,ref Rerr,
                  ref Serr);

if (status == 0)
{
Console.WriteLine("\n      NetID = {0}",NetID);
Console.WriteLine("      Lname = {0}",Lname);
Console.WriteLine("      Laddr = {0}",Laddr);
Console.WriteLine("      Rname = {0}",Rname);
Console.WriteLine("      Raddr = {0}",Raddr);
Console.WriteLine("      Nrmsg = {0}",Nrmsg);
Console.WriteLine("      Nsmsg = {0}",Nsmsg);
Console.WriteLine("      Nrcnt = {0}",Nrcnt);
Console.WriteLine("      Nscnt = {0}",Nscnt);
Console.WriteLine("      Nrerr = {0}",Nrerr);
Console.WriteLine("      Nserr = {0}",Nserr);
Console.WriteLine("      Rerr = {0}",Rerr);
Console.WriteLine("      Serr = {0}",Serr);
}
else
{
Console.WriteLine("\n NETSTS error: ({0})\n",status);
Console.WriteLine("      NetID = {0}",NetID);
Console.WriteLine("      Lname = {0}",Lname);
Console.WriteLine("      Laddr = {0}",Laddr);
Console.WriteLine("      Rname = {0}",Rname);
Console.WriteLine("      Raddr = {0}",Raddr);
Console.WriteLine("      Nrmsg = {0}",Nrmsg);
Console.WriteLine("      Nsmsg = {0}",Nsmsg);
Console.WriteLine("      Nrcnt = {0}",Nrcnt);
Console.WriteLine("      Nscnt = {0}",Nscnt);
Console.WriteLine("      Nrerr = {0}",Nrerr);
Console.WriteLine("      Nserr = {0}",Nserr);
Console.WriteLine("      Rerr = {0}",Rerr);
Console.WriteLine("      Serr = {0}",Serr);
}
break;

case rc:

/*      Read bytes from receive buffer      */

```

```

/*      Get function code      */
Console.WriteLine("\n      Receive Functions:\n");
Console.WriteLine("      1 = Normal Read");
Console.WriteLine("      2 = Read with Timeout");
Console.Write("\n      Enter Function      [1]: ");
Code = 1;
line = Console.ReadLine();
if (line.Length > 0)
    {
/*      Set select code value      */
        Code = ival;
    }
/*      Get timeout value      */
Value = 0;
if (Code == 2)
    {
        Console.Write("\n      Enter Read Timeout Value: ");
        line = Console.ReadLine();
        if (line.Length > 0)
            {
/*      Set read timeout value      */
                Value = ival;
            }
    }
/*      Get NetID      */
NetID = 1;
Console.Write("      Enter Network Connection ID[1]: ");
line = Console.ReadLine();
if (line.Length > 0)
    {
/*      Set NetID value      */
        NetID = ival;
    }
/*      Read a message from a remote host      */
TmpBuf = new Byte[Limit];
status = SN.NETREC(NetID,Code,Value,TmpBuf,Limit,ref NBytes);
if (status == 0)
    {
        if (NBytes == 0)
            {
                Console.WriteLine("\n NETREC: No Data Available\n");
                Console.WriteLine("      NetID = {0}",NetID);
                Console.WriteLine("      Code = {0}",Code);
            }
        if (NBytes > 0)
            {
/*      Move number of bytes read into byte buffer      */
                for (i = 0; i < NBytes; i++)
                    {
                        BytBuf[i] = TmpBuf[i];
                    }
                Console.WriteLine(
/*      Convert bytes received to ASCII string      */
                    "\n      Count: {0}",NBytes);
            }
    }

```

```

Func    = 5;
line    = "";
status  = SN.NETENC(Func,BytBuf,IntBuf,ref line);
/*      Display ASCII string                                     */
for (i = 0; i < NBytes; i=i+32)
{
    n = Math.Min(32,NBytes-i);
    pline = line.Substring(i,n);
    if (i == 0)
    {
        Console.WriteLine(
            "\n          ASCII: {0}",pline);
    }
    else
    {
        Console.WriteLine(
            "          : {0}",pline);
    }
}
/*      Display Hex string                                     */
for (i = 0; i < NBytes; i=i+11)
{
    j1 = i;
    j2 = i+Math.Min(11,NBytes-i);
    if (i == 0)
    {
        Console.Write("          Hex  : ");
        for (j = j1; j < j2; j++)
        {
            Console.Write("{0,2:X2} ",BytBuf[j]);
        }
        Console.WriteLine(" ");
    }
    else
    {
        Console.Write("          : ");
        for (j = j1; j < j2; j++)
        {
            Console.Write("{0,2:X2} ",BytBuf[j]);
        }
        Console.WriteLine(" ");
    }
}
}
else
{
    Console.WriteLine("\n NETREC error: ({0})\n",status);
    Console.WriteLine("    NetID = {0}",NetID);
    Console.WriteLine("    Code  = {0}",Code);
    Console.WriteLine("    Value = {0}",Value);
}
break;

case wc:

/*      Write out bytes to send buffer                         */

```

```

/*      Get function code      */
Console.WriteLine("\n      Send Functions:\n");
Console.WriteLine("      1 = Send Message");
Console.WriteLine("      2 = Wait on Message to be sent");
Console.WriteLine("      3 = Timestamp Message");
Console.WriteLine("      4 = Wait + Timestamp");
Console.Write("\n      Enter Function      [1]: ");
Code = 1;
line = Console.ReadLine();
if (line.Length > 0)
    {
/*      Set select code value      */
        Code = ival;
    }
/*      Get NetID      */
NetID = 1;
Console.Write("      Enter Network Connection ID[1]: ");
line = Console.ReadLine();
if (line.Length > 0)
    {
/*      Set NetID value      */
        NetID = ival;
    }
/*      Get output line      */
Console.Write("      Enter Output String      : ");
line = Console.ReadLine();
if (line.Length == 0)
    {
/*      Nothing to send, loop      */
        continue;
    }
/*      Convert string to ASCII bytes      */
Func      = 3;
NBytes   = line.Length;
BytBuf   = new Byte[NBytes];
status   = SN.NETENC(Func,BytBuf,IntBuf,ref line);
/*      Send ASCII bytes      */
status   = SN.NETSND(NetID,Code,BytBuf,NBytes);
if (status != 0)
    {
        Console.WriteLine("\n NETSND error: ({0})\n",status);
        Console.WriteLine("      NetID      = {0}",NetID);
        Console.WriteLine("      Code      = {0}",Code);
        Console.WriteLine("      line      = {0}",line);
        Console.WriteLine("      NBytes    = {0}",NBytes);
    }
    break;

case fc:

/*      Flush receive and send buffers      */

/*      Get function code      */
Console.WriteLine("\n      Flush Functions:\n");

```

```

        Console.WriteLine("        1 = Flush Receive Messages");
        Console.WriteLine("        2 = Flush Send Messages");
        Console.WriteLine("        3 = Flush Receive + Send Messages");
        Console.Write("\n        Enter Function          [1]: ");
        Code = 1;
        line = Console.ReadLine();
        if (line.Length > 0)
        {
            Int32.TryParse(line,out ival);
/*          Set select code value          */
            Code = ival;
        }
/*      Get NetID          */
        NetID = 1;
        Console.Write("        Enter Network Connection ID[1]: ");
        line = Console.ReadLine();
        if (line.Length > 0)
        {
            Int32.TryParse(line,out ival);
/*          Set NetID value          */
            NetID = ival;
        }
/*      Flush buffers          */
        status = SN.NETFLS(NetID,Code);
        if (status != 0)
        {
            Console.WriteLine("\n NETFLS error: ({0})\n",status);
            Console.WriteLine("        NetID = {0}",NetID);
            Console.WriteLine("        Code = {0}",Code);
        }
        break;

    case qc:

/*      Exit TNET program          */

        dialog = false;
        break;

    default:

/*      Unknown command          */

        break;

    }

/*      Dialog process loop          */

}

```

```

/*      Report any errors      */

    status = SN.NETERR(ref Lstexc,ref Lstrtn,ref Lsterr);
    if (Lsterr == 0)
    {
/*      Report normal completion      */
        Console.WriteLine("\n    Normal completion\n");
    }
    else
    {
/*      Report Last Errors      */
        Console.WriteLine("\n Last Exception      : {0}",Lstexc);
        Console.WriteLine(" Last Member in Error   : {0}",Lstrtn);
        Console.WriteLine(" Last Member Error Code : {0}\n",Lsterr);
    }

}

    catch(FormatException e)
    {
/*      Report exception in Main Program      */
        Console.WriteLine(" Exception {0} ",e);
        return;
    }

    catch(Exception e)
    {
/*      Report exception in Main Program      */
        Console.WriteLine(" Exception {0} ",e);
        return;
    }

/*      Exit application      */

    return;

}

}

```