

:

- [Connect3](#)
- [SendReactToCore](#)
- [IsConnected](#)
- [Connect4](#)
- [SendData4](#)
- [SendFile](#)
- [GetMsg](#)
- [SetPingTime](#)

, iidk.h. Connect4, SendData4, SendFile, GetMsg. . Connect2 .

Connect3

```
BOOL Connect3(LPCTSTR ip, LPCTSTR port, LPCTSTR id, iidk_callback_func* lpfunc,
              DWORD user_param,int async_connect,DWORD connect_attempts)
```

ip	IP- ,
port	TCP/IP,
id	slave,
lpfunc	Callback-,
user_param	, Callback-, ,
async_connect	0 - , TRUE, -1 - , FALSE, , CONNECTED - ,
connect_attempts	

SendReactToCore

.

```
BOOL SendReactToCore(LPCTSTR id, LPCTSTR msg)
```

id	
msg	. SendMsg

IsConnected

IsConnected TRUE, .

```
BOOL IsConnected();
```

Connect4

```
BOOL Connect4(LPCTSTR ip, LPCTSTR port, LPCTSTR id, iidk_callback_func* lpfunc,
              iidk_frame_callback_func* lpframe_func, iidk_user_data_func* iidk_user_data_func,
              DWORD user_param,int async_connect,DWORD connect_attempts);
```

ip	IP-
port	TCP/IP,
id	,
lpfunc	Callback-,
lpframe_func	Callback-,
iidk_user_data_func	Callback- , SendData4
user_param	, Callback-, , Callback- .
async_connect	0 - , TRUE, -1 - , FALSE. , CONNECTED - ,
connect_attempts	

SendData4

CUserNetObject, - " ".

```
BOOL SendData4(LPCTSTR id, int nIdent,BYTE *pBuffer,DWORD dwSize);
```

id	
nIdent	
pBuffer	
dwSize	

SendFile

.

```
BOOL SendFile(LPCTSTR id, LPCTSTR file_from, LPCTSTR file_to)
```

id	
file_from	,
file_to	,

GetMsg

, , Callback- .

```
BOOL GetMsg(LPTSTR msg, DWORD& cb)
```

msg	
cb	

SetPingTime

KeepAlive . , , CreateClient.

```
void SetPingTime(intptr_t clientId, unsigned int time);
```

clientId	
time	KeepAlive . 5000; (0), 5000. 0, KeepAlive