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A Mail Slot object is a small object that acts as a port to access the Mail Slot API. There is one object per Mail Slot. To create a Mail Slot object, call the Create method. The methods

AcceptMessages, Close, Cancel and Dispose automatically set up the Mail Slot. The Dispose method also should be called when a Mail Slot is no longer needed. The Mail Slot object has several properties. You can access these properties via the Attributes, PropID, Name and Description properties. You should use them wisely, as the Mail Slot object is not meant to be subclassed. A class that inherits from the class you are creating a Mail Slot for must also implement a reference to the Addr property (it is an object) that contains the

Name and the Computer name. This reference must be added to the Mail Slot object properties. This is done automatically when the Create is called. If one or more messages

are accepted, this is when the Properties message property is read using the Read property. The Read property is also called when a message is returned. The Read method reads all Messages in the Mail Slot. It returns the number of messages that are currently

available. The Read method can be called many times. It is not affected by the Properties.Read property. Each message has a sequence number. The current sequence is

read with the ReadSequenceNumber method. Once you have accepted a message, the current sequence number is updated with the UpdateSeqNumber method. This number is then used by the Read method to ensure that the correct message is returned. If you pass a computer name to the Name property and there is a Mail Slot object with that name, the method Replace can be called. The Replace method replaces the machine name contained

in the Addr object with a new machine name. This method can be called to explicitly add or remove a machine name from a mail slot. If the computer name is a double slash, this

can only be done with one slash. The properties of a Mail Slot can be set by the Add method. Each property can be assigned a value. When a Mail Slot message is returned, the Properties.Read property is set to false. This means that the message is not available to be read. Any read attempt will raise the ReadEvent event. You can set this event handler to handle this event as a means to prevent multiple read attempts. By default, a Mail Slot is closed when it is not in use for a while. You can

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The Mail Slot component is a singleton component. Therefore, there can only be one instance of this component in your program. It can be accessed through the ISpComponent object. The component is designed to be opened for reading (when the component is created) and for writing (when the component is used for the first time). Mail Slot objects don't have their own persistence mechanism. Each instance of the component is instantly destroyed when the component is closed. The component has two important interfaces - ISpComponent and ICALLBACK. ISpComponent: Objects that subscribe to notifications. For example, email programs receive notifications as they receive messages, and the Windows

Task Manager can be subscribed to receive notification whenever a process stops. void

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```
Subscribe(string address, ESpComponentCallBackProc CallbackProc); void
```

```
    Unsubscribe(string address); void UnsubscribeAll(string address);
```

```
ISpComponentCallBackProc: Handles the receipt of notifications from a Mail Slot.
```

```
ICALLBACK is a callback interface that handles the receipt of notifications from a Mail Slot.
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```
Component Name: Name of the component. It is known by ISpComponent and
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ISpComponentCallBackProc Parameters: CComComponentParameters() Description: The
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COM component. Properties: IName Name of the object Remarks: Mail Slot components are
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called singletons. This means that only one component can be instantiated at a time. To
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create a new component, add a component factory. A component factory is a procedure
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```
that returns a component. IMailSlotComComponent Description: A callback interface that
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```
handles the receipt of notifications from a Mail Slot. IMailSlotComComponentCallBackProc
```

```
Description: Handles the receipt of notifications from a Mail Slot. A callback interface for
```

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custom logic (such as database operations) IMailSlotComTemplateCallbackProc
```

```
Description: Handles the receipt of notifications from a Mail Slot.
```

```
IMailSlotComTemplateCallbackProcReturnType Description: Handles the receipt of
```

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notifications from a Mail Slot. IMailSlotComTemplateCallbackProc1 Description: Handles the
```

```
receipt of notifications from a Mail Slot. IMailSlotComTemplateCallbackProc2 b7e8fdf5c8
```

A Mail Slot is simply a handle or name of a communication channel that allows messages to be sent or received across a computer network. A Mail Slot is a first-in first-out queue of messages. A Mail Slot is defined in terms of a target computer, an access method (either a named connection, broadcast, multicast or local loopback), a user name and a password. Messages are received on a Mail Slot by specifying the name of the Mail Slot. Features: Small, simple component with easy programming model. Simple to use - specify the target computer and you're ready to go. Use a connection and messages are queued for a period of time - recipient never receives the message directly. # Application Programming Interface (API) Mail Slot Management: You have the option to manage mail slots by either using the built-in wizard or by writing your own code to manipulate the mail slots. The following attributes can be set on a mail slot: Name or Destination (target) mail slot name - The name of the Mail Slot Transmission method - You can either transmit messages on a connection to a target, or broadcast a message over the network to all Mail Slot named destinations with the same name (using the \* wildcard) User Description: The VB6 Library Package for Microsoft .NET Framework 2.0 Mail Slot enables you to send and receive messages over the network using Mail Slots. This package gives you access to Mail Slots' API (Message Queue API). Package Description: This package provides a light-weight component for Visual Basic 6 programmers giving access to the Mail Slot API. Mail Slots are part of the Windows IPC (inter-process communication) services. They allow one computer to send messages to another or to broadcast messages to several other computers. Messages smaller than 425 bytes are sent as datagrams and can be broadcasted. The ability to broadcast a message over the network to any number of computers is very desirable in many cases. Using datagrams means that no open connection is needed to the remote computer(s). The sequence for setting up a Mail Slot is easy. One computer creates the Mail Slot, and can only read data. A remote computer can open the Mail Slot and write data. Mail Slots are identified by names. You also supply a computer name for the target computer - or use the \* notation to broadcast to all Mail Slots with a given name on any computer. Mail Slot Description: A

[What's New In Mail Slot?](#)

This package implements the well-known Protocol for Mail Transfer Agents. A Mail Slot is a computer process that can be connected to one or more Mail Transfer Agent (MTA) processes. The protocols used for Mail Slots are described in RFC 921, RFC 922 and RFC 1719 and are now obsolete but are still used for demonstration purposes. Data transferring over Mail Slots works very similar to the way socket-based communication works. The Mail Slot accepts messages from the client computer, and transmits them. A receiving MTA also sends out messages in response to messages from the client computer. The remote computer sends messages to the client computer, but these are handled by the MTA process running on the client computer. The client computer can also receive messages from other remote computers, using a technique called unicast. These messages are forwarded to the associated Mail Slot on the client computer. If the client computer does not have an MTA process, then connections are set up using a server. An MTA process that does not have a client process is called a Mail Transfer Agent or MTA. Software Installation: You can install this package into your VB6 projects using the standard "Add-Ins" dialog. In

the VB6 Add-Ins dialog: go to File / New / Add-Ins / Other. Select "MSBComm.dll". A Wizard shows the basic controls used to install the component. To use this component, you must declare the following three members of the Custom Control class. One must be named "MailSlotClient" with a space between the "Mail" and "Slot". Another must be named "MailSlotServer" with a space between the "Mail" and "Slots" and a leading '\*' to indicate the broadcast option. The third must be named "MailSlotServerName" and has a leading \* to indicate the broadcast option. More information about the Mail Slot API can be found at: MSBComm.dll - Version 1.1.3 - 2005/05/30 Copyright (C) 2005, Robert C. Bristol All rights reserved. The names of the organizations and the names of the individuals responsible for the design and development of this software are listed as authors of this software. This software is provided 'as-is', without any express or implied warranty. In no event will the author or anyone

Minimum OS: 64-bit Windows® 7, 8.1, 10 (64-bit) Processor: Intel® Core™ 2 Duo (Dual Core) Memory: 2 GB RAM Storage: 4 GB available space Graphics: Video card with at least 2GB dedicated VRAM Other: Adobe® Flash Player 11, DirectX, and.NET Framework Recommended Processor: Intel® Core™ i5

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