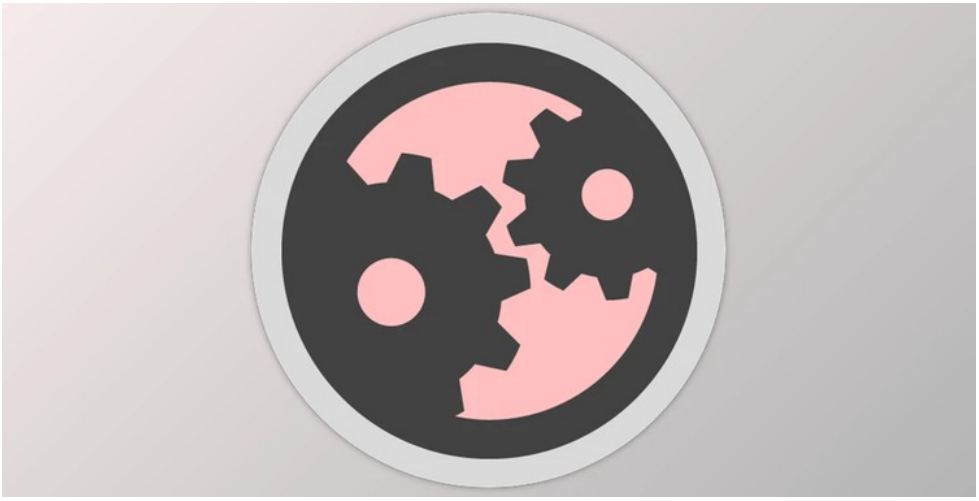
RemObjects Remoting SDK for Delphi v9.2.101.1295 Full Source

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Remoting SDK is a framework that lets you create Servers that expose performance using Services. These solutions can then be accessed remotely across the network from Client Software running on and made with a vast array of languages and platforms.

In the present day and age, many programs no longer reside in isolation -- they will need to communicate with a host part, or even"the cloud" -- to get upgraded information, exchange data between users of this program, or such.

Remoting SDK is a package of libraries which allows you to construct this communication to your programs, readily. It covers both sides of this coin:

- Composing your server-side printing and code it so it's available across the system.
- Linking and speaking to all those servers, from the customer software your end users are employing.

Servers may be written in Delphi, C++Builder, and .NET (C#, Visual Basic.NET, Swift, Oxygene, and Java).

They are sometimes set up to Linux, Windows, and macOS servers, such as cloud hosting providers like Amazon Web Services or Azure, and needless to say self-hosted servers -- providing you a vast assortment of alternatives and flexibility.

Remoting SDK makes composing servers simple, without needing a great deal of experience in media APIs and technology. Obtaining a server up and running could be an issue of, literally, two or three lines of code. (See our illustrations above).

You employ your own server logic, so Remoting SDK can look after the rest.

But if you do want more control and understand what you're doing, then Remoting SDK unlocks all of the choices and flexibility you want to actually fine-tune your host's operation.

Customers are software that Speaks to Your servers, and Remoting SDK Permits You to add custom functionality to programs written in Only about any modern programming application, and also for all current platforms:

- **Cocoa** programmers can utilize our native Cocoa frameworks from Swift, Objective-C, Oxygene, or even RemObjects C#, directly inside Xcode or Fire. Model 9 and have been optimized for Swift.
- Windows programmers can utilize Remoting SDK straight from **.NET** (make it C#, Oxygene, Swift, Java, or Visual Basic) or **Delphi** and **C++Builder** to add customer connectivity for their programs. Obviously the. NET library functions with Xamarin, too.
- Android and Java programmers can utilize our native **Java** library to link the software to their own servers.
- And lastly, there is a lightweight **JavaScript** customer layer for web developers to speak to servers straight from a wealthy website or anything else which runs JavaScript.

For every platform and development tool, the Remoting SDK client library is executed natively and entirely from scratch -- there aren't any compatibility layers, and also the API feels natural and native anyplace.

版本列表

RemObjects Remoting SDK for Delphi v9.0.94.1207

RemObjects Remoting SDK for Delphi v9.0.97.124 Full Source

RemObjects Remoting SDK for Delphi v9.2.101.1295 Full Source

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