

Dart PowerSNMP for .NET CF v7.0.0 + Keygen

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Easy Network Management Protocol components seamlessly integrate threaded communication security, encryption and decoding to allow you to quickly create customized SNMP applications. This tool for development requires less resources, allows for greater flexibility, and produces codes that are easy to reuse and to maintain. Check out the Programming Primer for detailed instructions.

PowerSNMP is compatible with .NET CF provides advanced Internet communications tools for handheld devices. PowerSNMP is compatible with .NET CF provides an easy-to-use interface that takes care of the traps that are triggered and queries, as well as answering to SNMP Agents as well as providing information to SNMP Managers. PowerSNMP for .NET can help you manage remote devices and network information, identify agents and check their information bases, reply to SNMP requests and also send traps automatically, create custom responses, include variables in the agent's MIB, and much more.

PowerSNMP for .NET It is built on the .NET 2.0+ design offering the most modern Internet Communications components available for smartphones that are handheld.

- Improved Asynchronous Support uses fewer resources, has more flexibility and creates code that is simpler to maintain.
- Better Use of .NET 2.0Plus Features such as generics IPv6 along with other capabilities added by .NET 2.0and.
- Class Design exposes Set, Get, GetNext, GetBulk, Notification, Trap in Inform and GetNext messages. well as other objects.
- Small footprint of approximately 240K.
- Compatibility with Visual Studio 2005 and 2008.

Dart PowerSNMP for .NET CF Great Features:

- Manager and Agent components
- ManagerSlave class for high-performance multi-threaded request-response communications
- MibVariable class for easy handling of Mib objects
- Specialized Message classes (GetMessage, SetMessage, TrapMessage, etc)
- MIB parser for creating dynamic MibNode definition objects from mib files
- Small 240K footprint
- Many sample projects for both C# and VB.NET
- Comprehensive MS Help 2.0 integrated documentation
- Visual Studio 2005 and 2008 compatibility
- Free Introductory Support
- Use the SNMP Manager component to easily add SNMP management capabilities to your application. Provides an easy-to-use interface that handles the details of querying SNMP Agents that exist on the network. Features include:
- Send SNMP requests and receive responses and traps from SNMP agents. All encoding/decoding is automatic.
- Supports SNMP versions 1, 2 and 3.
- No knowledge of SNMP message formats required.
- Reads MIB files at run time and generates dynamic nodes representing object identifiers.
- Blocking methods return a response or table to the executing thread, and can be used in ASP.NET.
- Start method provides easy to implement worker thread operation.
- Marshal methods marshal data to the UI thread.
- Captures and decodes Traps and Notifications.
- Build messages by setting properties, adding simple variable (OID) objects, and sending.



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.Net Components Other

- Retrieve tables with a single method call.
- Inform messages are fully supported.
- Supports C#, VB.NET and other .NET CF compliant development environments.
- Use the SNMP Agent component to easily build SNMP agents. Provides an easy-to-use interface that handles the details of processing and responding to SNMP requests, as well as the creation and sending of SNMP traps and notifications. Features include:
 - Agent component generates responses to requests and can also initiate trap and notification (v2 trap) messages.
 - Supports SNMP versions 1, 2 and 3.
 - Requires no other system support besides basic Winsock transport.
 - No knowledge of SNMP message formats required.
 - Reads MIB files at run time and generates dynamic nodes representing object identifiers
 - Handle responses for all requests with an easy CreateDefaultResponse method.
 - Automatically switches between v1, v2 and v3 messages.
 - Start method provides easy to implement operation on a worker thread.
 - Marshal methods handle data marshaling to the UI thread.
 - Build messages by setting properties, adding simple variable (OID) objects, and sending.



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