
Subject: Re: How to obtain IP/port information out of a socket

Posted by [captainc](#) on Tue, 29 Jan 2008 13:43:28 GMT

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Yes, I am using this on Windows Server 2003 running in VirtualBox virtual machine (as development platform). I'm not sure if that could be the issues as I have yet to test it with 32-bit Windows running directly on hardware.

Would the virtual machine be the issue?

Can someone else please test this?

For the time being, I am using:

String FormatIPStr(dword _ip)

```
{  
    byte ip[4];  
    Poke32be(ip, _ip);  
    #ifdef PLATFORM_WIN32  
    return Format("%d.%d.%d.%d", ip[1], ip[0], ip[3], ip[2]);  
    #else  
    return Format("%d.%d.%d.%d", ip[0], ip[1], ip[2], ip[3]);  
    #endif  
}
```
