
Subject: Re: How to organize client-server IDL application?

Posted by [Stein Vidar Hagfors H\[1\]](#) on Tue, 31 Jul 2001 15:49:22 GMT

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JD Smith <jdsmith@astro.cornell.edu> writes:

> Altyntsev Dmitriy wrote:

>>

>> Hi,

>>

>> I need to build classic client-server IDL application. I have some
>> program on the client side, it sent some data to server part, server
>> processes this data and returns the result to client. Both of the
>> sides are written in IDL. But I can't find a proper way of doing that.
>> So, what I have found. Where am I wrong?
>> ActiveX - for one machine and not for IDL client program
>> ION - for Internet, for browser
>> Socket - only for client side
>> RPC - call IDL server from C (how to do this from IDL?)
>> Now, I'm get out of this problem by managing buffer files on local
>> network and ftp, but I think it's not quite right.

>>

>

> I'd consider using the IDL internal SOCKET procedure on the client side,
> and building a TCP/IP socket server on the server side, written in C and
> connected to IDL as a DLM. It's not as hard as it sounds. If it's a
> local client-server interaction, a pair of named pipes (FIFO's) would
> do.

Or write a DLM on the client side that uses RPC calls to communicate with
the server.

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