
Subject: Re: how to determine network yes or no
Posted by [R.Bauer](#) on Thu, 28 Aug 2003 08:11:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Henry Roe wrote:

```
> "Rick Towler" <rtowler@u.washington.edu> wrote in message
> news:<bidn7p$23qq$1@nntp6.u.washington.edu>...
>> I think the SOCKET procedure would be your only platform independent
>> option. Try connecting with a reliable http host:
>>
>> socket, 1, 'www.google.com', 80, connect_timeout=5, error=e
>>
>> Or maybe some other creative use.
>>
>> -Rick
>
>
> Neat; I hadn't used 'socket' before.
> IDL 5.6 help says socket is only implemented on UNIX and Windows
> platforms.
>
> Does anyone know if 'socket' exists in IDL for Mac OS X? (I know OSX
> is unix underneath, but am unsure if RSI considers OSX a 'unix
> platform'.)
>
> Thanks!
> -Henry
```

Dear Henry,

before rsinc implented it there was a dlm library available.

<http://www.rlkling.com/freeware/randallfrank.html>

Perhaps you find someone who's able to help to put it on the Mac.

Reimar

P.S. Thanks Rick, `is_network()` is based on your idea

--

Forschungszentrum Juelich
email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg-i/>

=====

a IDL library at Forschungszentrum Juelich

