## Subject: Re: how to determine network yes or no Posted by R.Bauer on Thu, 28 Aug 2003 08:11:58 GMT

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## 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!

Dear Henry,

> -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

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