Subject: Re: anonymous structure as member of named event structure Posted by Benjamin Hornberger on Sun, 03 Oct 2004 14:35:54 GMT

View Forum Message <> Reply to Message

Benjamin Hornberger wrote:

>>

- > Well, actually my explanation was not completely correct. I don't want
- > to send information from a widget to a widget (which I could do the way
- > Reimar suggests), but I want to send information from a TCP/IP client to
- > a widget program.

>

- > We have a scanning microscope run by C++ software, and an IDL widget
- > program as user interface. They talk to each other via sockets (IDL
- > client, C++ server). The method described above I want to use if the
- > microscope has to send something (say, a motor position) to have a text
- > field value updated in the GUI.

>

- > The server then sends the info to the client, who has the GUI's TLB's
- > widget ID stored in its common block. The client procedure which watches
- > the socket for messages from the server can then create an event
- > structure which it sends to the GUI via widget_control, send_event ...

>

- > So, since the client is not a widget program, I can't use user values
- > and user names. Any further comments or suggestions?

>

- > Thanks.
- > Benjamin

Ok, I realize that I could update the field values directly from the client if it knew their specific widget IDs. But I don't want to give the client direct control over the GUI, that's why I want to send an event, and the GUI can then decide what to do with the event.

Benjamin