
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
