
Subject: Re: Help: Communicating between a Windows .exe program and an IDL program

Posted by [Marc Reinig](#) on Tue, 18 Jan 2005 18:24:24 GMT

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I know nothing about sockets. I don't dislike Windows. I have been developing Windows kernel code and drivers for the past 10 years. I am somewhat familiar with VB.NET (novice +). I know nothing about COM+ or XML/DOM but can learn.

The only version of IDL I am interested in would be 6.1.1 and beyond.

The reason I thought of sockets is that if I could use it to communicate between IDL code and my app, then someone else could use TCL/TK to do it too, or do it on a UNIX platform, which makes the interface widely usable.

The reason I now have a VB.NET interface, is I can develop faster in VB.NET than IDL and have a wider range of tools to use.

Basically, what I want to communicate to IDL is button clicks in VB or send file names from VB to IDL and receive information about the completion status of a routine from IDL. Data transfer in either direction would be < 100 bytes per second at the worst.

Could you elaborate on XML a little. How would I use that?

-Marco

Marc Reinig
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"Robert Barnett" <retsil@zipworld.com.au> wrote in message
news:41EB646A.80809@zipworld.com.au...

>

> Unless you are significantly dislike windows, know nothing about COM+ and
> nothing about VB then you might want to avoid the use of sockets. VB has
> features in it to make it accessible from other applications via the COM+
> interface. I don't know any details of how this is possible.

>

> On the other hand, sockets are probably fine if the problem is simple. If
> you're talking about TCP/IP sockets then listening on a socket is not
> supported (or recommended) in IDL. Thus, you would have to rely on your
> GUI to take care of listening on a port waiting for IDL to connect.

>

> If I were to use sockets I would probably prefer to stream XML (IDL 6.1
> only) down the socket. I guess that just depends upon your aptitude with
> XML/DOM as well as future prospects for your project.

>
> Asynchronous behaviour can easily be achieved if there is a single client
> socket per server socket. Having multiple clients per server can become
> dangerous if not thought out correctly.
>
> I guess it is viable to use sockets. The best solution greatly depends on
> the language which the GUI is written in, the API's which are available
> and whether cross platform compatibility is desirable.
>
>
> Robbie
>
>
> Marc Reinig wrote:
>
>> I have a Windows program that is a GUI.
>>
>> I have an IDL program that can do the underlying work. I would like to
>> control the IDL program with the Windows GUI. My though would be to use
>> sockets.
>>
>> Would this be viable?
>>
>> Could I have a widget interface that would work asynchronously to
>> communicate with the GUI over the socket?
>>
>> Any help or recommendations would be appreciated.
>>
>> -Marco
>>
>> =====
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> --
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