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

Posted by [KM](#) on Tue, 18 Jan 2005 14:37:08 GMT

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On Fri, 14 Jan 2005, Marc Reinig wrote:

> I have a Windows program that is a GUI.
me too.

> 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.

Me too. But then I ran into problems with Windows firewalls and blocked ports, so I ended up using a different solution.

I went from sockets, to file-based poll communication, to POSIX shared memory, to callable IDL. Each have pros and cons, and are discussed in the External Dev Guide.

> Would this be viable?

Not if your end user has a tight security requirements.

> Could I have a widget interface that would work asynchronously to
> communicate with the GUI over the socket?

Yes.

Ken Mankoff

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