Subject: Re: Help: Communicating between a Windows .exe program and an IDL program
Posted by Robert Barnett on Mon, 17 Jan 2005 07:08:26 GMT
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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 compatilibity 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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> Marc Reinig
> UCO/Lick Observatory
> Laboratory for Adaptive Optics
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nrb@
Robbie Barnett
imag
Research Assistant
wsahs
Nuclear Medicine & Ultrasound
nsw
Westmead Hospital
gov
Sydney Australia
au
+61 2 9845 7223
