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Subject: Re: timers without widgets

Posted by [Benjamin Hornberger](#) on Sat, 23 Apr 2005 16:49:47 GMT

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Y.T. wrote:

- > Uh -- in my version of IDL, at least, the help for "socket" explicitly
- > states that "socket" opens a client-side socket. Opening server-side
- > sockets is quite a different beast.

That's the point. We would actually need a server-side socket.

- >
- > That said, there's fine bits of software out there to listen to ports
- > (I'd write it in TCL if I had to) but I have to wonder whether you may
- > be going through too many layers here -- if you are trying to do
- > instrument control, then what is your hardware interface?

The instrument is actually directly controlled by C++ software (GPIB interface and PCI boards with drivers provided by the manufacturer). The user interface, however, is written in IDL because we want to include a lot of data processing and visualization features. We communicate via sockets because we would like to be able to run the user interface on a different machine (even remotely). I realize that if we gave up that idea, there would probably be better ways to talk between IDL and C++.

As I wrote in reply to Craig, I don't write the socket stuff myself (I am writing the GUI), so I don't know all the details (my C++ knowledge is also quite limited).

Anyway, it basically works. Could be smoother though.

Thanks for your suggestions,

Benjamin

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