
Subject: Re: timers without widgets

Posted by [Benjamin Hornberger](#) on Sat, 23 Apr 2005 16:39:29 GMT

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Craig Markwardt wrote:

> Benjamin Hornberger <benjamin.hornberger@stonybrook.edu> writes:
>> Socket I/O is exactly our problem. We use a timer to continuously
>> (actually frequently rather than continuously) read from a socket to
>> implement a listening socket. But there are many problems with that,
>> like IDL not reacting while it tries to read (looks like crashed).
>
>
> Can't you set READ_TIMEOUT and WRITE_TIMEOUT to some very small
> number? (perhaps even zero?)
>

We are doing that, but still it doesn't run very smoothly. One problem is that we have to read every 50 ms since that's the frequency how fast the data can come in. In the meantime, we would like to be able to click buttons in the GUI (which also receives the data), but that's hardly possible.

I have to say that all that, in particular the other side of the socket connection (C++) is mainly written by somebody else, so I don't have a full understanding. I just started the discussion because I was curious if we could have timers without widgets.

Benjamin
