
Subject: Re: Update IDL Widget from C++
Posted by [mtrutledge](#) on Wed, 18 Jan 2006 20:40:43 GMT
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Shared memory is a great idea. I think I will try that with a widget timer event.

Thanks guys.
Matt

JD Smith wrote:

> On Tue, 17 Jan 2006 12:01:16 -0800, mtrutledge wrote:
>
> Shared memory is also an option, and probably the best option if you
> need to send large amounts of data over to IDL. Whatever you choose:
> socket, temp file, shared memory, you'll have to poll in IDL to check
> for changes, likely using a widget timer event. Depending on how fast you
> need things to update, this may not be ideal.
>
> JD
