On Tue, 17 Jan 2006 12:01:16 -0800, mtrutledge wrote:

> I would like to avoid writing a temp text file for IDL to read.
> Communicating to IDL widget through sockets sound interesting, does anyone
> have information on this?

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