Subject: Re: Using WIDGET_ACTIVEX to create a Socket server
Posted by bsoher on Wed, 24 May 2006 03:08:18 GMT

So now I'm replying to my own posts.

If anybody is interested in creating a non-blocking socket server in
IDL, I found a solution to my own question. Turned out to be a problem
with the ActiveX socket library I was using. I downloaded a different
library (Catalyst's SocketWrench Standard Edition v4.5), and the
ActiveX events now work fine with the IDL events.

I'd be happy to share test code with anybody that is interested. You
can contact me at brian.soher@duke.edu

Thanks

Brian.