
Subject: Using WIDGET_ACTIVEX to create a Socket server

Posted by [bsoher](#) on Tue, 23 May 2006 01:37:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi All,

This is a first time to post for me, so I'll try to keep my question brief and to the point.

I'm trying to use WIDGET_ACTIVEX functionality to implement a socket server in IDL. I've used the "Calendar" example in the IDL External Development Guide to include the BigSpeedSockLib object into a very simple server widget. I also created a very simple client widget which I run in a separate IDL session.

I've used the UltraNet sniffer tool to observe both the IDL client and server. I can see the server start to Listen when I call that (server) command. I can see the client and server establish connectivity when I call that (client) command. The client indicates that it has lost the connection if I quit the server prior to terminating the client-server connection. So, all in all I'm pretty sure that the ActiveX object is initializing and connecting OK.

My problem is that the server side object is supposed to fire off events when the client asks to connect (and at various other times). My server never services any events. I've tried both specifying the EVENT_PRO/EVENT_FUNC keywords as well as defaulting to the standard event procedure name. The 'Calendar' example works fine, and services events. I've compared the Event Methods descriptions for 'Calendar' and the 'BigSpeedSockLib' in the Microsoft OLE/COM Viewer, and I don't see any major declaration differences.

Does anyone have any experience with including ActiveX objects and/or creating a socket server specifically? Thanks much in advance.

Brian Soher.
