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Subject: Re: Socket server in > IDL 6.3

Posted by [Robbie](#) on Sat, 28 Jul 2007 02:08:18 GMT

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Thanks for the reply,

I've had a brief look at it a few times. I think that I'm conditioned to the use of writeu and readu and I'm a little hesitant about sendvar and recvvar.

I've been persisting object states as structures. I was using readu/writeu to implement a messaging protocol for this.

I was looking at writing an initial implementation of my server in IDL and then porting it Python once I had a stable messaging protocol.

I'm actually planning on writing a server which does object persistence with the backing store as a mixture of the server filesystem and a database.

Robbie

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