Subject: Re: USB dlm for IDL?
Posted by Marco on Tue, 23 Feb 2010 22:42:36 GMT
View Forum Message <> Reply to Message

USB is not a port like a serial port out of which you can pump arbitrary data. There must be a device plugged into it. The OS will recognize that a device has been plugged in and query it. It will then find out if it has a driver for that device. If it does, it will then load the driver. Once the driver is successfully loaded, a user can access the device. How that device is accessed depends on the driver. If the device is a serial device you will be able to talk to it as a serial port. If it is a disk, it will look like a disk. If it is a camera it might look like a camera or a disk depending.

In any case, you need to have a USB device and a driver for it. In your case, if you are currently using a serial port, get a USB-to-serial device. Then, you just talk to it like a serial port just as you have been.

If the device has a USB interface that is not a standard interface, the user documentation will tell you how to talk to it in C or C++. Then you can build a DLM if you need.

Marco
UCO Lick Observatory
Laboratory for Adaptive Optics

"tegus" <tegusbillharris@gmail.com> wrote in message
 news:9b7703de-6ad1-4f24-a709-bbe3c7d1ac77@c16g2000yqd.google groups.com...
> Hi,
>
>   I am currently using my serial port, via IDL, to command a motion
> controller. I works fine with the serial port dlm from the ITT code
> library. Of course, I want to control more stuff, so it seemed USB was
> the way to go, but before attempting to build my own USB dlm, I was
> hoping someone has already done so.
> Possibly Ron Kling's "generic interface for calling Windows DLL
> functions directly" on his Kilvarock website could be one approach,
> but I don't know much about Windows DLL functions.
> I'm running 7.0 on 64 bit Win7.
>
> Thanks!
> Bill