## Subject: Re: how to determine network yes or no Posted by Haje Korth on Mon, 25 Aug 2003 11:55:19 GMT

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## Reimar,

I thought this one is easy: Network not available -> IDL starts in demo mode, Network available -> FlexIm finds the license and IDL starts. :-) Ok, I am just kidding! I am afraid that I dont have the answer you are looking for.

Greetings, Haje

\_\_

"Reimar Bauer" <R.Bauer@fz-juelich.de> wrote in message news:biagjg\$d5s2\$1@zam602.zam.kfa-juelich.de...

> Hi,

>

- > While writing a newsticker routine by idl I like to test the results
- > locally. So I like to have a switch in the routine to deterimine network

is

> available or not.

>

> How to do this?

>

> Reimar

>

- > --
- > Forschungszentrum Juelich
- > email: R.Bauer@fz-juelich.de
- > http://www.fz-juelich.de/icg/icg-i/
- > a IDL library at ForschungsZentrum Juelich
- > http://www.fz-juelich.de/icg/icg-i/idl\_icglib/idl\_lib\_intro. html

>

Subject: Re: how to determine network yes or no Posted by Rick Towler on Mon, 25 Aug 2003 19:13:57 GMT View Forum Message <> Reply to Message

"Reimar Bauer" wrote in message ...

- > While writing a newsticker routine by idl I like to test the results
- > locally. So I like to have a switch in the routine to deterimine network

is

> available or not.

>

> How to do this?

I think the SOCKET procedure would be your only platform independent option. Try connecting with a reliable http host:

socket, 1, 'www.google.com', 80, connect\_timeout=5, error=e

Or maybe some other creative use.

-Rick

Subject: Re: how to determine network yes or no Posted by henrygroe on Wed, 27 Aug 2003 16:21:48 GMT View Forum Message <> Reply to Message

"Rick Towler" <rtowler@u.washington.edu> wrote in message news:<br/>
sidn7p\$23qq\$1@nntp6.u.washington.edu>...

- > I think the SOCKET procedure would be your only platform independent option.
- > Try connecting with a reliable http host:

>

> socket, 1, 'www.google.com', 80, connect\_timeout=5, error=e

>

> Or maybe some other creative use.

>

> -Rick

Neat: I hadn't used 'socket' before.

IDL 5.6 help says socket is only implemented on UNIX and Windows platforms.

Does anyone know if 'socket' exists in IDL for Mac OS X? (I know OSX is unix underneath, but am unsure if RSI considers OSX a 'unix platform'.)

Thanks!

-Henry