
Subject: how to determine network yes or no
Posted by [R.Bauer](#) on Sun, 24 Aug 2003 14:02:32 GMT
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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 determine network is available or not.

How to do this?

Reimar

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email: R.Bauer@fz-juelich.de
<http://www.fz-juelich.de/icg/icg-i/>

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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 [R.Bauer](#) on Thu, 28 Aug 2003 08:11:58 GMT
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Henry Roe wrote:

> "Rick Towler" <rtowler@u.washington.edu> wrote in message
> news:<[bidn7p\\$23qq\\$1@nntp6.u.washington.edu](mailto:bidn7p$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

Dear Henry,

before rsinc implented it there was a dlm library available.

<http://www.rlkling.com/freeware/randallfrank.html>

Perhaps you find someone who's able to help to put it on the Mac.

Reimar
P.S. Thanks Rick, `is_network()` is based on your idea

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