Subject: Re: detection of events from the serial port
Posted by Rick Towler on Fri, 25 Feb 2005 16:53:11 GMT
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michele wrote:

> i was looking for something that detects an event when a signal is
> sent to the serial port but i couldn't find it.
> another solution could be this: being the gps reader something that
> should always be on (it must always run) i wanted to nest it in the
> main event loop of my widget application but i don't know how to do
> it... do i have to modify xmanager? i don't think this is a nice
> solution....

Set a timer event on one of your widgets of a reasonable length, say 1 or 2 seconds. In your event handler for that widget, poll the serial port when the timer event fires, update your application data structure and draw. IDL timers are single shot so remember to set another timer event at the bottom of your polling routine.

-Rick

Subject: Re: detection of events from the serial port
Posted by b_gom on Fri, 25 Feb 2005 16:57:55 GMT
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Michele,

michele wrote:

> i was looking for something that detects an event when a signal is
> sent to the serial port but i couldn't find it.

I don't think you will find it, unless maybe if you write a DLM with a widget stub or something.

> another solution could be this: being the gps reader something that
> should always be on (it must always run) i wanted to nest it in the
> main event loop of my widget application but i don't know how to do
> it... do i have to modify xmanager? i don't think this is a nice
> solution....

If you are just picking off locations from the NMEA stream from your GPS, then all you have to do is set up the buffer on the serial port to a big enough size, then add a widget with a timer event to your application. When the timer event occurs, check the serial port buffer

for the latest data (there is a serial port DLM on the RSI site). Skip it if there is no data, read the last value and purge the buffer is there is data.

Brad