
Subject: Re: Update IDL Widget from C++
Posted by [henrygroe](#) on Tue, 17 Jan 2006 19:02:11 GMT
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The simple/dumb way that pops to mind would be to have the C++ code write to a scratch file on disk every now and then that the widget would monitor.

I'm sure someone else has a more elegant solution, perhaps involving "socket"?

Subject: Re: Update IDL Widget from C++
Posted by [mtrutledge](#) on Tue, 17 Jan 2006 20:01:16 GMT
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I would like to avoid writing a temp text file for IDL to read. Communicating to IDL widget through sockets sound interesting, does anyone have information on this?

Subject: Re: Update IDL Widget from C++
Posted by [JD Smith](#) on Wed, 18 Jan 2006 00:36:39 GMT
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On Tue, 17 Jan 2006 12:01:16 -0800, mtrutledge wrote:

- > I would like to avoid writing a temp text file for IDL to read.
- > Communicating to IDL widget through sockets sound interesting, does anyone
- > have information on this?

Shared memory is also an option, and probably the best option if you need to send large amounts of data over to IDL. Whatever you choose: socket, temp file, shared memory, you'll have to poll in IDL to check for changes, likely using a widget timer event. Depending on how fast you need things to update, this may not be ideal.

JD

Subject: Re: Update IDL Widget from C++
Posted by [mtrutledge](#) on Wed, 18 Jan 2006 20:40:43 GMT
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Shared memory is a great idea. I think I will try that with a widget timer event.

Thanks guys.

Matt

JD Smith wrote:

> On Tue, 17 Jan 2006 12:01:16 -0800, mtrutledge wrote:

>

> Shared memory is also an option, and probably the best option if you
> need to send large amounts of data over to IDL. Whatever you choose:
> socket, temp file, shared memory, you'll have to poll in IDL to check
> for changes, likely using a widget timer event. Depending on how fast you
> need things to update, this may not be ideal.

>

> JD
