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