
Subject: Re: Using WIDGET_ACTIVEX to create a Socket server
Posted by [codepod](#) on Tue, 23 May 2006 14:26:08 GMT
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This isn't documented (it's somewhat experimental), but if you have 6.3 you can create a server socket in IDL. To do this you do the following:

```
;; First create a socket, but market it as a listener.  
;; socket, <lun>, port, /listen
```

```
Socket, 1, 8081, /listen
```

```
;; Then accept a connection on this socket.  
;; This will listen on the above port (8081).  
;; This blocks until a connection is made  
;; Socket, <lun 2>, accept=lun
```

```
Socket, 2, accept=1
```

```
;; Once the above routine returns, you can read and write  
;; the socket that accepted the connection. In this example,  
;; using lun 2.  
printf, 2, 'cow'  
data= "  
readf, 2, data
```

```
;; when complete, just close the units.
```

```
-CP
```

Subject: Re: Using WIDGET_ACTIVEX to create a Socket server
Posted by [bsoher](#) on Tue, 23 May 2006 16:50:15 GMT
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Thanks for the info about v6.3, but for the time being I am stuck using v6.1. Also, I was hoping to create an event-driven server application.

Specifically, I have a client application in C++ that takes data from a spectrometer at fixed time intervals. I want the client to ship that data to my server which will display it in a widget AND allow the user to interact with all the data thus far received in between receiving new data on the server.

I'd read that the ActiveX libs fire off events when clients attach, send data, terminate, etc. So, I'd hoped that this could be combined with IDL's standard widget handling to create a non-blocking widget "listener". I just can't get IDL to hear and react to the ActiveX

events (which are supposed to be bound to the WIDGET_ACTIVEX object).

codepod@gmail.com wrote:

```
> This isn't documented (it's somewhat experimental), but if you have 6.3
> you can create a server socket in IDL. To do this you do the following:
>
> ;; First create a socket, but market it as a listener.
> ;; socket, <lun>, port, /listen
>
> ;; Then accept a connection on this socket.
> ;; This will listen on the above port (8081).
> ;; This blocks until a connection is made
> ;; Socket, <lun 2>, accept=lun
>
> ;; Once the above routine returns, you can read and write
> ;; the socket that accepted the connection. In this example,
> ;; using lun 2.
>
> ;; when complete, just close the units.
>
> -CP
```

Subject: Re: Using WIDGET_ACTIVEX to create a Socket server

Posted by [bsoher](#) on Wed, 24 May 2006 03:08:18 GMT

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So now I'm replying to my own posts.

If anybody is interested in creating a non-blocking socket server in IDL, I found a solution to my own question. Turned out to be a problem with the ActiveX socket library I was using. I downloaded a different library (Catalyst's SocketWrench Standard Edition v4.5), and the ActiveX events now work fine with the IDL events.

I'd be happy to share test code with anybody that is interested. You can contact me at brian.soher@duke.edu

Thanks

Brian.
