
Subject: Re: Access to serial ports
Posted by [Brad Gom](#) on Wed, 11 Nov 1998 08:00:00 GMT
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David R. Wyble wrote:

- > Looking through the IDL documentation, I do not see anything pertaining to
- > communication ports. Did I miss it, or is this possible?
- >
- > I know, this might make code somewhat (!) less portable, but it would really
- > help if I could do this. Either PC or a Mac works for me; I play on both teams.
- >
- > Thanks for your help,
- >
- > Dave Wyble
- > wyble@cis.rit.edu
- > RIT Munsell Color Science Lab

in terms of real time support, I think you're out of luck. I write my IO programs in C, and then analyze the data in IDL. You can write small C programs that are callable from the IDL SPAWN command, and also call IDL from windows based programs, but direct control of the ports is not possible. Too bad, because this would at least double IDLs usefulness for me.

Subject: Re: Access to serial ports
Posted by [steinhh](#) on Thu, 12 Nov 1998 08:00:00 GMT
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In article <364A5231.E68A994D@uleth.ca> Brad Gom <gombg@uleth.ca> writes:

- > David R. Wyble wrote:
- >
- >> Looking through the IDL documentation, I do not see anything pertaining to
- >> communication ports. Did I miss it, or is this possible?
- >>
- [snip]
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- > I write my IO programs in C, and then analyze the data in
- > IDL. You can write small C programs that are callable from
- > the IDL SPAWN command, and also call IDL from windows based
- > programs, but direct control of the ports is not
- > possible. Too bad, because this would at least double IDLs
- > usefulness for me.

If you already have the C routines that access the IO ports etc, then implementing them as CALL_EXTERNAL, LINKIMAGE or DLMS (Dynamically Loadable Libraries) isn't all that difficult.

It takes some plundering the first few times to get it right,
but the benefit of being able to do this from within IDL would
make up for it in a short while.

Regards,

Stein Vidar
