
Subject: Access to serial ports

Posted by [David R. Wyble](#) on Wed, 11 Nov 1998 08:00:00 GMT

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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,

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