

## Re: Multiple DLL, multiple THREADS, multiple applications or something else?

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"Kresimir Majdenic" <kresimir.majdenic@os.hinet.hr> wrote in message news:3fcc738a@newsgroups.borland.com...

> *Thank you very much*

>

> *... I guess I will go for DLLs ... currently I am trying to figure out how to utilize TComPort without having multiple Forms visible on Desktop and also how to solve a problem with:*

>

> *1. Once DLL is loaded and serial port opened and DLL left in its own thread*

> *to wait for Rx event on designated serial port ... how to deliver data to*

> *main application once the Data arrives on serial port?*

Well, there are a number of ways. Delphi has a 'synchronize' method that 'sort' of works from a DLL. There have been some problems, I have heard. This method was changed somewhere after D5 & now has some polling, a step backwards IMHO. I prefer using postMessage to send buffer/data objects to the main app. This works very well, especially if you re-use the buffers by pooling them & so avoiding all those memory-management calls. PostMessage is queueing comms so the thread does not have to wait after posting off it's object - it can start straightaway filling up a new buffer with data. The snag is that the postMessage API is .NET-unfriendly, which, (apart from screwing all my apps on .NET), my, or may not, matter to you. To use postMessage, the DLL has to be told the handle of your main form.

> *2. How to deliver data to DLL (data required from database in order to respond to query from devices on serial port) on a notify base ... which means ... store data into DLL local record, notify DLL and return back to main thread - leaving DLL to deal with that data in its own thread?*

Probably not necessary. The read& write serial calls can be made from different threads. The thread that calls the DLL protocol handler, or whatever, can sit there reading chars & sending off buffers while your main thread, or some other database query thread, can send out query results no

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problem.