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Subject: Re: RMI

Posted by [mirek](#) on Sun, 22 Apr 2007 09:01:10 GMT

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zsolt wrote on Sun, 22 April 2007 04:17 I was thinking about creating some callback system for network communication, because in an event based system (GUI app) blocking calls are not the best.

BTW, RMI is used in Java internally only, because SOAP and XMLRPC is more portable and can be integrated easily in an enterprise environment.

So an ideal solution would be able to use a native C++ serialization or SOAP/XMLRPC as a transport layer as well.

Yes, but even for internal use, it is nice to have.

One thing that it could nicely address is clustering applications.

BTW, what you would relatively easy to achieve w.r.t. calls alone without any form of IDL:

```
struct MethodA {  
    int a;  
    Vector<String> b;  
  
    void Serialize(Stream& s) { s % a % b; }  
};
```

```
struct MethodB {  
    ....  
}
```

```
struct Server {  
    void Do(MethodA& a);  
    void Do(MethodB& b);  
};
```

client:

```
Connection<Server> x;  
....  
MethodA a;  
a.x = 123;  
a.b.Add(123);  
x.Do(a);
```

(Just to demonstrate where I have ended the last time investigating this issue).

Mirek

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