

Re: About Process Communication Implementation in Windows.

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Hello

In the book< Programming Application for miscrosoft windows>

Which book is this? You you have a link?

These mechanisms[*note:Process communication*] include RPC, COM, OLE, DDE, window messages (especially WM_COPYDATA), the clipboard, mailslots, pipes, sockets, and so on. In Windows, the lowest-level mechanism for sharing data on a single machine is the memory-mapped file. That's right, all of the mechanisms I mention ultimately use memory-mapped files to do their dirty work if all the processes communicating are on the same machine.

Many of them (e.g. COM, OLE) are based on RPC. I don't know if local RPC is implemented with memory mapped files.

WM_COPYDATA, DDE, (local) pipes and the Clipboard ist AFAIK implemented by m. m. f..

But sockets are a different technology (Networking Stack).

GP

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