

## Re: IPC

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Lisa Pearlson wrote:

- > *IPC = Inter Process Communication, right?*
- >
- > *It's two different processes in different memory space communicating with*
- > *eachother?*
- >
- > *Is IPC one particular method, with certain API's or is IPC just a general*
- > *terminology for any method of communication between two processes, such as*
- > *internet sockets?*
- >
- > *I remember vaguely that you can use some kind of GLOBAL data to communicate*
- > *via shared memory or something?*
- > *Can someone shed some more light on this subject for me in rookie language?*
- >
- > *Lisa*
- >
- >

IPC is a generic term. There are about a dozen ways to do it in Windows, and each method has some good points and some bad. There is an article in MSDN ("Interprocess Communication") that lists and compares most of the methods. WM\_COPYDATA sends a block of memory to an HWND; sockets and pipes send a byte stream, and MapViewOfFile creates a shared memory region.

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Scott McPhillips [VC++ MVP]