NGU-CLIENT-POKE Subprogram

This chapter covers the following topics:

- Natural Object Name

- Description

- Parameters

Natural Object Name

NGUCLPOK

Description

Sends data to the server identified by DDE-VIEW.CONV-ID. These data will be specified in DDE-VIEW.ITEM. When sending data to the server, you must set DDE-VIEW.DATALEN to a value:

- If set to "0", the entire data will be sent; the server will send on return a value that indicates how many data were actually sent.

- If set to "-1", trailing blanks will be removed and the server will send on return a value that indicates how many data were actually sent.

- If set to a value greater zero, this amount of data is actually sent.

The data to be sent are contained in DDE-VIEW.DATA.

Parameters

Name/Data Type	Explanation
1 DDE-VIEW	Input/Output PDA for DDE subprograms.
2 SERVICE (A20)	Service name.
2 TOPIC (A20)	Topic name.
2 CONV-ID (I4)	Conversation ID.
2 MESSAGE (A20)	Message information.
2 ITEM (A20)	Item of current conversation.
2 FORMAT (A20)	Format of data to be sent.
2 TIMEOUT (I4)	Time interval before the conversation is interrupted because there is no server message.
2 DATALEN (I2)	Length of data.
2 DATA-ARRAY (A1/1:V)	
1 Max-Index (I2)	Input Highest index of DATA-ARRAY; can be set to any I2 value.
1 Response (I4)	Output Natural error (if applicable).