

wave group member, and the machines not in the wave group can't receive the data sent by wave group members. So we can well control the broadcast storm and able to send batch data to many computers, compared to mail slot which can only send a small amount of data. So we add wave communication code in communication server and the software of each local client, communication server forward the data receiving from data acquisition and sending software by wave mode to other wave users (local users). As long as in the local area network to add the local user is equivalent to adding the user to the wave group, so the wave data sent by communication server can be received by local users, which meet with our demands too.

CAsyncSocket communication: refers to asynchronous network socket communication, used for transmission data between lower computer and communication server. In communication server, is running the asynchronous network socket server program, the program receives the data from multiple clients, and the lower computers use the client program.

V. CONCLUSIONS

This paper mainly introduces a programming methods combined with engineering practice of how to use of multiple network communication modes to transmit data, provides a communication model. So in the future if a similar project required, the same method can be applied, and the concrete implementation details may be different depending on the engineering.

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