

Re: [SLE] Developing a Real Time Data System

Source: <http://linux.derkeiler.com/Mailing-Lists/SuSE/2005-11/2923.html>

From: John R. Sowden (*jsowden_at_americansentry.net*)

Date: 11/22/05

To: suse-linux-e@suse.com

Date: Mon, 21 Nov 2005 20:23:15 -0800

On Mon November 21 2005 19:28, Jerry Westrick wrote:

> *On Tuesday 22 November 2005 05:04, John R. Sowden wrote:*
> > *On Mon November 21 2005 13:54, JUAN ERNESTO FLORES BELTRAN wrote:*
> > > *Hi you all,*
> > >
> > > *I am trying to develop a real time data system based on a National*
> > > *Instruments Data Acquisition Card, there are several options to connect*
> > > *to my computer by using different cards:*
> > >
> > > *- USB 2.0 full speed bus interface*
> > > *- PCMCIA*
> > > *- PCI*
> > >
> > > *All of these are linux Operating System compatible, and according to*
> > > *National Instruments recommendations the following are the compatible*
> > > *softwares to develop any application:*
> > >
> > > *C , C++ , C# and Visual basic*
> > >
> > > *I am really interested on developing an application which allows me to*
> > > *create a real time graphic interface to monitor data vs time and save*
> > > *such data on a postgre or mysql database on real time as well. Thinking*
> > > *of developing on mono but it seems mono capabilities does not allow to*
> > > *get data from any of the mentioned ports....*
> > >
> > > *Any suggestion??? What software should I use to get my system working??*
> > >
> > > *Thanks for your help.-*
> > > *Juan*
> >
> > *I just received a message from the author of kbasic, announcing the pro*
> > *version. in the msg he says that kbasic follows the visual basic syntax*
> > *exactly. A \$25. license includes both win and lin platforms. Sounds*
> > *line a lin lin to me.*
> >
> > --
> > *John R. Sowden*

SuSE: Re: [SLE] Developing a Real Time Data System

> > *AMERICAN SENTRY SYSTEMS, INC.*
> > *Residential & Commercial Alarm Service*
> > *UL Listed Central Station*
> > *Serving the San Francisco Bay Area Since 1967*
> > *mail@americansentry.net*
> > *www.americansentry.net*
>
> *Send a link please...*
> *Jerry*

KBasic Release 1.0

From: "Bernd Noetscher" <berndnoetscher@gmx.de>

How to get KBasic Professional now?

1. You have already made an order in advance

The purchase will be shipped after receiving your money. You can pay via PayPal (www.paypal.com, recommended for users outside Germany, see details below) or via money transfer. The amounts payable are exclusive of all bank charges and other payment costs.

KBasic Professional costs 24.95 EUR (roughly USD \$25)

Money transfer to account (for users living in Germany):

Dresdner Bank Frankfurt am Main – BankNo. 50080000 – AccountNo. 0513033500 –
Account–Owner: Bernd Noetscher – Germany

Please include your Name and email address.

www.paypal.com (for users living outside Germany):

If you would like to pay using [paypal.com](http://www.paypal.com), go to www.paypal.com, enter sales@kbasic.com as receipt's email address and the amount of money. Please include your Name and email address. Further details are displayed there.

It is easy to use, safe and secure.

2. Getting KBasic Professional

You will receive the license key at once via email, after you send us the money.

You will receive the KBasic package* within two weeks, including

- printed kbasic documentation (28 pages), printed syntax documentation (37 pages)
- 1 CD with KBasic Professional 1.0 for Linux and Windows + CD–Key
- and an order/invoice document.

* If you do not want to receive the KBasic package, but just only the license key via email, you help us to save a lot of money, because shipping worldwide is very expensive. E.g. shipping to USA costs nearly \$13.

Re: [SLE] Developing a Real Time Data System

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Important:

The KBasic License is valid for both operating systems: Windows and Linux. Additionally, you have the right to update to the next KBasic versions within a year after obtaining it without any costs: If you ordered KBasic Professional, you can download the updates for free for 1 year after buying KBasic. The next public release V1.1 is planned in about two months (Then you will get access to www.kbasic.com and will be able to download the new versions, if you bought KBasic Professional.)

Dear reader,

KBasic is released as 1.0 for the public as production release. Though some features are not available yet, which should be in V1.0, we decided to make a start now. Be sure all features you wanted are implemented yet.
So try the Trial Version of KBasic.

FREE DOWNLOAD

For those of you who are interested in KBasic Professional/Personal on Windows or Linux. Here is the download location. New versions:

<http://www.kbasic.org/download.html>

Windows 98 is not supported yet due to KBasic's relying to C++-Runtime files. We are still trying to solve this problem.

You have the chance to check it out by yourself! This version allows you to run any program. It is also important to know, that there is a free version of KBasic both for Windows and Linux, which is intended for personal use only. It contains ads and is limited in features. Professional users should try out the professional version of KBasic, which is shipped worldwide and costs 24.95 EUR (roughly USD \$25) including shipping costs.

If you have questions or suggestions, please email me:
info@kbasic.com

YOU CAN ORDER KBASIC PROFFESIONAL NOW

KBasic needs your help! And the best way to help KBasic (and to help Linux to become an alternative to Windows) is to buy and use the KBasic Professional Edition. With your help and financial support, it will be possible to continue the development of KBasic for many years.

You can help Linux, when you help KBasic, because KBasic is an important piece of the puzzle showing the needed software for leaving Windows far

Re: [SLE] Developing a Real Time Data System

SuSE: Re: [SLE] Developing a Real Time Data System

- source code browsing (classes, modules, types, variables and constants)
- compile single file as windows exe or linux binary

THE KBASIC BOOK

- is almost finished, but is not completely written in English, by the end of 2005, it will be available in German and English

Some parts are under construction. These parts are named with (), e.g. (Export File) or (Project Documentation). But it is possible to deactivate some of these under construction features in the preference dialog window.

KBasic 1.1 will be released in about two months. The following features are planned to be supported than and are under development yet and nearly completed:

LANGUAGE

- new kbasic class collection:

- kbasic.math.*
- kbasic.string.*
- kbasic.util.*
- kbasic.console.*
- kbasic.io.*
- kbasic.ui.*

- new supported keywords

DefCur DefDate, ERR, ERL, RESTORE, RESUME

- new supported builtin–functions

CCur CDate CHDIR, CHDRIVE, CURDIR, DIR, FILEATTR, FILEDATETIME, GETATTR, SEEK, SETATTR, ISERROR, CLEAR, CVERR

- new datatypes

Currency Date Circle DateAdd DateDiff DatePart DateSerial DateValue Day
FileDateTime Hour IsCurrency IsDate Minute Month MonthName Now Random
Randomize RND Second TimeSerial TimeValue TypeName VarType Weekday
WeekdayName Year

FORM

- new form controls (Table, ListView...)
- new form database properties
- new recordset class
- new qwidget form control

TOOLBAR

–

MYSQL

- native support for access of mysql databases implemented as builtin–functions

IDE

- compile projects as single files as windows exe or linux binary (size optimized)
- extended full screen support

You can Order 'The KBasic Book' as printed Book

This book about the KBasic language and IDE contains detailed information about KBasic and is completely written in English. It is about 120 pages, format DIN A4 (normal size). The final production release of 'The KBasic Book' is expected in the first quarter of 2006, but you can order now in advance. Just fill out the order form below. Thanks. You will be informed, when 'The KBasic Book' is about to be released and have the option to make your advance order a real order.

http://www.kbasic.org/order_kbasicbook.html

Welcome to KBasic book your guide for the development of your KBasic applications. In this book you find all necessary information to build successfully your KBasic programs. If you completed the book, you will be able to write fast simple or complex KBasic of programs whether with Qt-features or in simply standard BASIC only, and whether with or without modern graphic user surface with forms. It will assist you for nearly all problems of the programming everyday life. If you begin with KBasic perhaps you will relax with this book at a peaceful place and read the first chapters learning about the programming language. Later then, in a free moment, you will probably want to try out the examples of this book.

However, the principal purpose of this book it is to be lain beside the keyboard, in order to serve you as fast and-practical reference during programming. The less experienced KBasic programmer receives an extensive introduction to the programming language KBasic. The object orientated and other features of KBasic are explained by numerous examples of practical use of the most important objects and elements of KBasic. You will find a complete reference of programming language inside the KBasic integreted development environment and therefore this book comes without a detailed reference. In the KBasic IDE you will find the complete and detailed listing of all objects, their events and procedures, methods and characteristics as well as a complete reference of all operators and commands. Apart from precise syntax definitions you find a detailed explanation of the available parameters in each case.

What is KBasic?

KBasic is a powerful programming language, which is simply intuitive and fast easy to learn and above all already familiarly, represents KBasic developed for Linux and Windows and forms a further bridge between Linux and Windows. KBasic a new programming language, a further basic dialect, is related to Visual Basic 6 and Java. More exactly said KBasic is an object-oriented and event-controlled programming language, developed by KBasic Software (www.kbasic.com), is particularly designed for Windows and

Linux and for the needs by Qt-developers and has thus a strength in the Qt-application development. KBasic is a multiplatform programming language, so almost the entire API is the same on all platforms and window systems.

KBasic is a easy-usable, object-oriented, interpreted, stable, platform-independent, fast and modern programming language.

KBasic is supported on the following platforms:

- Windows 2000 and XP
- Linux with Qt (shipped with KDE)

What is KBasic Software?

KBasic Software is a software company with headquarter in Frankfurt am Main / Germany. Our flagship product is KBasic Professional, the multi-platform BASIC programming language and environment.

KBasic Software was founded in 2003, although, the core team of designers started KBasic's development in 2000.

We know that it is crucial for our customers to have good tools for making good software. Therefore, we do not compromise our demands for superior design and technical quality when we develop our products. At KBasic Software, we continuously work to improve and expand KBasic Professional to ensure that it always represents the state of the art in usability, look and feel, performance, and stability.

KBasic has received international recognition from users, industry experts and media for being better than other BASIC languages.

Porting VB Applications to Linux

This description applies to KBasic 1.1

You will see how you can preserve your invested time in Visual Basic by porting your code to Linux using KBasic. With some examples, and other informations for how to port your Visual Basic apps to Linux and Windows, you can save some time. See a comparison of Visual Basic and KBasic, The following lines show you where they are different in ways that is related to porting your project.

For the first time in computer history, with the release of Visual Basic.Net, many Visual Basic developers felt left behind. VB has changed so much that a Visual Basic implementation could not open and run old VB6 source code. It requires Visual Basic developers to modify their source code because .Net cannot run old Visual Basic code without re-working it. So, if you are a Visual Basic developer, you will be porting your projects for new ones or stick with old VB6.

SuSE: Re: [SLE] Developing a Real Time Data System

Porting means learning and using new keywords and new ideas in general. And keywords actually do not working as the old style, which means a lot of work. Actually, why should you switch to .Net? After learning a new language (.Net), significantly changing your source code base would be involved. Furthermore, you and your project would stick with a a massive "framework" underneath and Windows, You would have a program that ran under Windows only. So what is the alternative? Instead of learning a new language and IDE, you better use your knowledge you already have.

Use KBasic! It could use much of your Visual Basic code unchanged, and it can use most of your Visual Basic forms in a known way. And the best is, that KBasic is 100% syntax compatible, which means that KBasic and Visual Basic keywords work identically, including Mid, Left, Abs and so on. Surprisingly, in KBasic, unlike in other BASIC's, Mid can also assign a string as the Mid statement as VB6 does. Almost all of your Visual Basic knowledge translates directly into KBasic. Of course, there are some form controls that do not work the same. In summary, code differences between KBasic and Visual Basic lie not in the syntax, but in the object model, which have sometimes different control or property names. The controls (forms and checkboxes and so on) of KBasic and Visual Basic are very equal.

KBasic has a much more built-in keywords, provided for backward and forward compatibility with VB6 and object orientated programming. But as in VB6, String is exactly the same in KBasic, as in Visual Basic to keep old source working. KBasic and Visual Basic each have some unique keywords as well. For example, Visual Basic has Int, GoSub and Space. KBasic has them, too. You do not have to write extra code, to simulate VB6 in your KBasic application. KBasic has it all already done for you, so you do not have performance problems like in other BASIC's.

Going on, KBasic has Min, Max; where Visual Basic does not. To make it easier for you, be sure to spend time with the 'The KBasic Book' and language reference beforehand. Another tip is to test and play with KBasic to get the feel for it. The Personal Edition of KBasic is unlimited and free.

Normally, there are no language differences that do require you to re-work your Visual Basic code. All Visual Basic code imports and runs without changing it as long as not form controls and other objects are involved. There are line numbers in KBasic, if you need them, too.

Visual Basic programs run under Windows, only. KBasic programs run under Linux and Windows. KBasic has a much richer set of data types than Visual Basic. As such, there are compatible, incompatible and unique data types between Visual Basic and KBasic, with KBasic offering a much wider array of

SuSE: Re: [SLE] Developing a Real Time Data System

data types. The Boolean datatype has 1 byte size in KBasic, in VB6 it has 2 bytes.

The Integer (Long) is 32bit (64bit) in KBasic, in VB6 16bit (32bit). Additionally, KBasic has got new datatypes, such as Integer datatypes, which can be used for VB6 Integer: Int16/Int32 (which is 16/32bit size).

There is also no difference between how data is related into structures between the two languages. They both offer modules, forms and classes. No difference is in creating data structures as well. Visual Basic has User Defined Types, KBasic, too. The language structure of KBasic and Visual Basic is similar, but not quite the same, if you want it. KBasic provides some extra new keywords and functionality, to use some of the new object orientated features other languages like Java or C++ provides for many years. You can use these new features in KBasic or just do the old VB6 stuff.

Error handling is more robust and flexibel in KBasic than Visual Basic. KBasic offers two error-handling methods: Exception, which apply to an entire method, and Try-Catch blocks, which apply to specific sections of code. But if you would like the old way of handling errors, Visual Basic's On Error mechanism is supported as well.

Actually, do not switch to .Net! Choosing instead to port to KBasic gives you full Windows and Linux support, no huge runtime, minimal system requirements, and portability to Windows and Linux. You might have used KDE on Linux. KBasic uses the same C++ framework as KDE does: The framework is called Qt and has been established for many years, tested and used by thousands of projects worldwide.

At least, before starting with .Net, you should try KBasic. You might find KBasic right for you and a clear path to the future. By the way, a VB Project Converter is planned for the near future in the next KBasic releases.

Have a nice day!

-- Bernd

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AMERICAN SENTRY SYSTEMS, INC.
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Serving the San Francisco Bay Area Since 1967
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www.americansentry.net

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Check the headers for your unsubscription address

For additional commands send e-mail to suse-linux-e-help@suse.com

Also check the archives at <http://lists.suse.com>

Please read the FAQs: suse-linux-e-faq@suse.com