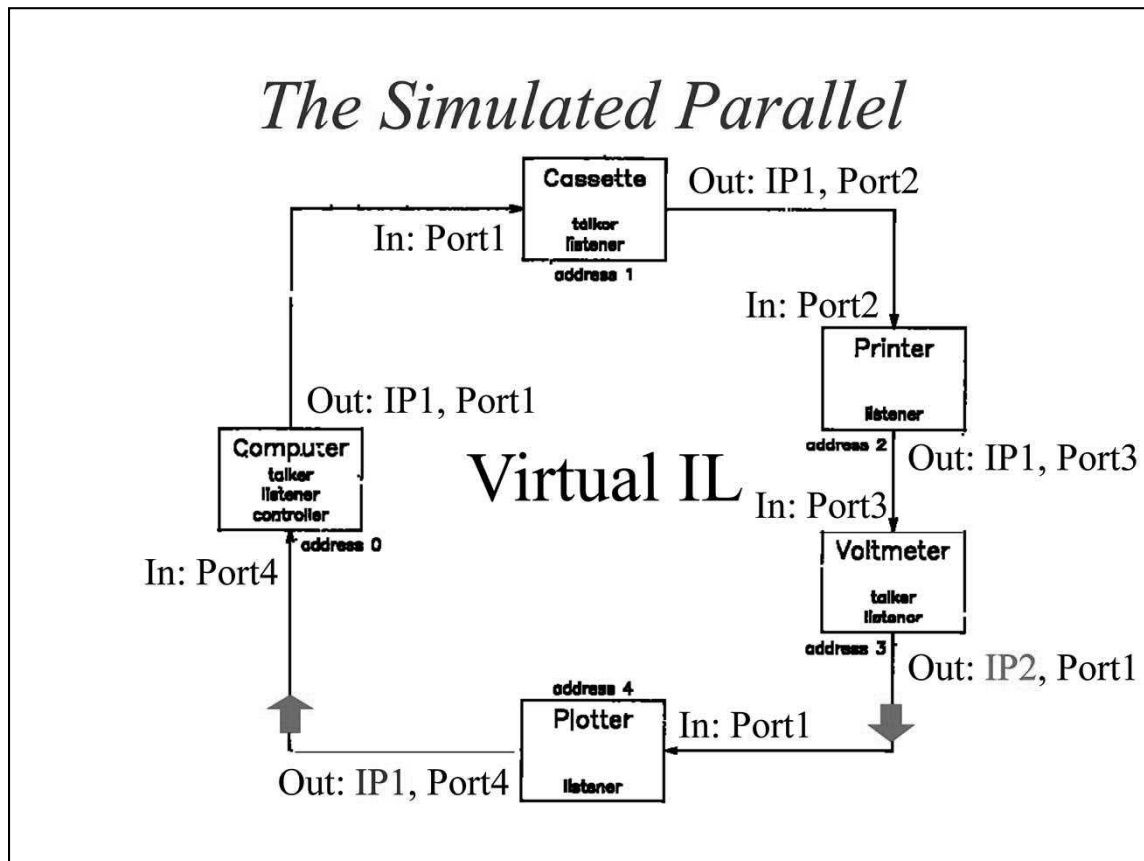


This sketch is taken from the HP-IL specification and shows an example.

The difference to typical client-server connections is the unidirectional data flow and the closed loop. A „frame“ travels the loop through all devices back to the sender.



The virtual counterpart is very much the same: frames travel only uni-directional.

To define the sequence of devices it is fundamental that for each device the listening port is the same as set at the preceding device as destination. (This is somewhat redundant)

Note: the next device may be simulated on another machine (hinted with the red arrows for the plotter)