

# DDE communication protocol

DDE is an abbreviation for **D**ynamic **D**ata **E**xchange. DDE is a communication protocol designed in Microsoft that enables to change data between the applications in Microsoft Windows operation system. The applications uses client-server interaction. Server is the application that represents a data source and is able to provides them on demand. [Client](#) is the application that requires this information.

For the purpose of data exchange, the client asks to connect to the server by specifying its name (*server name*) and description (or type) concerning the connection (*topic*). If server supports a required type of connection, it creates. The client can ask the information from server (it requires the logical name of information (*item*)).

For our purposes, the process [DDE Server](#), source of data included in the information system, represents the server. From the view of DDE communication, the name of server is **D\_2000**.

Supported type of connection (*topic*) could be for example **VALUE** (the complete list is stated in the particular chapter). is The names of objects in D2000 System are used for the logical name of required information (*item*).

When there are defined the conditions above mentioned, there can be possible to ask the real value of object in the system (e.g. *Sec* – current second) as follows:

D\_2000|VALUE!Sec

DDE protocol is not case sensitive unlike the D2000 System. Therefore, if there are the objects of name *Sec* and *SEC* in the system, there is an ambiguity in DDE reference. This reference will acquire the value "Ambiguous name".

**Note:** D2000 DDE server supports only reading the values from D2000. The writing values into the D2000 is not implemented.



## Related pages:

[D2000 DDE Server](#)