## Subject: Re: IDL and external app in concurrent mode
Posted by Nick Bower on Tue, 12 Dec 2000 16:09:35 GMT

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I wish there was more discussion about ION from people involved with it, because I don't know *anything* about the package, but what about using Java and calling ION libraries from that?

Surely you'd have heaps more control over threading and interfaces when using libraries instead of spawning separate IDL applications.

Beware though - I don't know anything about this and am just trying to spark some conversation about it. :-)


barban74@my-deja.com wrote:

> Hi everybody,
> my name is Andrea Barbaresi and I work in the research center
> of Telecom Italia Group, here in Italy.
>
> I read on "External Development Guide" that
> "IDL was not designed to be used in a threaded program" so
> I'd like to know if it's possible to accomplish, both in Windows
> and in Unix environment, a task like the one
> described below:
>
> Use a C++ program to activate a IDL widget-app
> in a non-blocking way (by means of "IDL_RunTimeExec()"
> statement?); after this  call the program must be able to continue
> its execution and periodically give back the control to IDL to
> check if there are any messages from the GUI created by widget-app.
>
> Can it work ?
> (Does the XMANAGER statement in IDL program return immediately or not ?)
>
> Are there alternative ways to do the same task?
>
> Should I think about a different scenario where there are two concurrent
> processes,
> with IDL program that pass widgets events to the C++ program
> in one way or another?
>
> Can "non block" widgets be usefull ?
>
> It is possible to have a shared memory between the two processes?
>
> Any help or suggestions will be  very much appreciated,

> thanks a lot!
>
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