
Subject: Re: Multitasking??

Posted by [p.sommer](#) on Sun, 21 Nov 2004 16:53:48 GMT

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Ken Mankoff <mankoff@yahoo.com> wrote in message
news:<Pine.OSX.4.61.0411191245570.26987@gouda.local>...

> On Fri, 19 Nov 2004, Henry Roe wrote:

>> Just an idle under-caffeinated thought: Is there a simple way for
>> two IDL processes to communicate? (besides writing to a disk on
>> file) If so, then the two GUI's could actually be separate IDL
>> processes.

>

> You can use the SOCKET command for communication w/o files.

>

> -k.

In addition, you can use IDL's shared memory (shmmap) for this. I
have done this for camera control where one process presents a GUI and
the 2nd process handles the setting of a buffer, acquiring data and
rapid display. This way, you don't loose focus on your main GUI. I
suspect your subGUI could be running in process two in a similar way
my 'slave' process was running (no GUI).

Basically, what you do is set up a structure variable that contains
data fields that need to be shared between processes. I then created
a main procedure that simply spawned mainGUI to run under IDL's
runtime engine (idlrt). From mainGUI, I had a button that started the
data acquisition. In this button's event handler, I spawned off the
2nd process also under the idlrt engine. At this point you now have
three processes going - main, mainGUI and in your case, subGUI.

There is a very simple example on RSI's user contrib site that I put
together to prototype the final solution described. See:
<http://www.rsinc.com/codebank/search.asp?FID=259>

If you choose to try the above and end up having questions, do not
hesitate to contact us. Thanks and good luck.

-P
