
Subject: Re: Q: call_external hangs IDL Windows GUI?

Posted by [b_gom](#) on Wed, 20 Apr 2005 21:05:44 GMT

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Joshua,

call_external does block in Windows (there is no multithreading in the IDL interpreter) You can, however, call an external function that starts a thread and then returns quickly to IDL. You will have to sort out the messaging between the threads on your own though.

Good luck,

Brad

Joshua Lynch wrote:

> Hello,
> I have an application that uses call_external to call a C function
> which waits for some network input and then returns. Unfortunately
> it seems that entire IDL IDE hangs for every call to call_external.
>
> Is this, in fact, a correct assumption?
>
> I've tested the same application under Unix and it does not hang the
> IDE.
>
> It seems as though when I'm running the application and don't click
> anywhere in the IDE, it runs fine (sort of, it prints its data out 2,
> 3, 4 five lines at a time, instead of smoothly, one at a time). As
> soon as I click anywhere in the IDE the menu bar disappears and if I
> click again the title bar displays the dreaded "Application Not
> Responding" string.
>
> My guess is that the IDE is stopped while waiting for the C function
> to return?
>
> Am I missing something simple?
>
> Thanks in advance.
>
>
> --josh
