
Subject: Q: call_external hangs IDL Windows GUI?
Posted by [Joshua Lynch](#) on Wed, 20 Apr 2005 18:31:35 GMT
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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
