Subject: Re: Q: call_external hangs IDL Windows GUI?
Posted by Rick Towler on Fri, 22 Apr 2005 21:35:50 GMT
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Yes, same goes. :(

-Rick

Joshua Lynch wrote:
> Do DLMs suffer the same blocking problem under Windows?
>
> Thanks for the response!
>
>
> --josh
>
>
> b_gom@hotmail.com wrote:
>
>> 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
>>