Subject: Re: Q: call_external hangs IDL Windows GUI?
Posted by Joshua Lynch on Fri, 22 Apr 2005 18:49:22 GMT
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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
>