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

Posted by [b_gom](#) on Wed, 27 Apr 2005 16:09:39 GMT

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Josh,

not knowing exactly what you want to do, I'd suggest making a DLM with one function that spawns a thread for computation, and another function that polls to see if the thread is complete (by checking a global variable for example). In IDL you'd either stay in a loop until the polling function succeeds, or you'd set up a timer widget to periodically check the thread status.

Brad

Joshua Lynch wrote:

> b_gom@hotmail.com wrote:

>> Joshua,

>>

>> call_external does block in Windows (there is no multi-threading 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.

>>

>

> Any suggestions on how to make IDL wait until the thread is completed?

> Is there a way to block on a variable (preferably not to busy wait) in

> IDL and have the C code modify it? Or should I just go RTFM? :-)

>

> Thanks again.

>

>

> --josh
