
Subject: Re: Q: call_external hangs IDL Windows GUI?
Posted by [Joshua Lynch](#) on Wed, 27 Apr 2005 01:17:54 GMT
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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
