Subject: Re: Multithreading in IDL
Posted by Ricardo Bugalho on Fri, 29 Jul 2005 13:20:11 GMT

On Tue, 26 Jul 2005 05:06:20 -0700, Tiago Stï¿½rmer Daitx wrote:

> So far my experience says that on Linux there'll be a process for each
> thread and on Windows all I could get was a single process, no matter what
> - maybe I'm doing something wrong, but my guess is that is the way
> multithreading works on Windows (note that I neither own a SMP system nor
> have access to one).

Actually, that's a flaw of old threads implementation in Linux. You should
not see one process per thread. Threads should be part of the process. The
modern threads implementation doesn't have that bizarre effect.

>
> A creepy way I can think of to let a piece of code running in the
> background while a main program runs (or not if you want so) is creating a
> base widget with Map 0 and register it with Xmanager using the No_Block
> keyword, since Xmanager can run tasks in the background. It's an ugly
> workaround and I didn't dare to try it (yet), but it's there if someone
> wants to give it a shot.

Doesn't work, XMANAGER is a loop running everything in the same thread.