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Subject: Asynchronous reading

Posted by [Robert Barnett](#) on Mon, 10 Oct 2005 23:19:12 GMT

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I'm currently implementing a visualisation tool in IDL and would really

like to implement asynchronous data transfer. Asynchronous data transfer allows me to perform I/O and processing operations without having to wait to read the whole dataset into memory.

For example. I can implement something similar to asynchronous behavior

to render a DICOM image. However, I would have to use the `assoc` function

to access chunks of pixel data directly and then add those chunks as tiles of an `IDLgrImage`.

Whilst I don't have immediate performance issues which require such an implementation, I don't want to stumble across this kind of problem midway through development. I am certainly troubled that there is no easy way to implement asynchronous behaviour in IDL. Who knows? Maybe the IDL compiler already does it behind the scenes without me even knowing.

If there is no obvious answer to this question, then I might submit a feature request to include some kind of asynchronous optimisation implemented by the IDL compiler. I certainly think that using advanced OO programming interfaces such as the ITK and VTK imaging toolkits are probably not the answer here.

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