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Subject: Waiting without locking?

Posted by [hocmin](#) on Wed, 19 Oct 2005 18:01:20 GMT

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I'd like to write a small IDL program that continuously polls something with a pause between polling so it's not just an endless loop eating CPU cycles. I'd also like to be able to do this while another program is running (something with an interface that the user is working with).

The wait procedure seems to lock not only the polling program from running but any other IDL program as well. Is there any way to get a program to "wait" without affecting any other running programs?

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