
Subject: Re: 6.3 reactions?

Posted by [codepod](#) on Fri, 05 May 2006 14:25:57 GMT

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JD Smith wrote:

> On Tue, 02 May 2006 05:52:53 +0000, Michael Galloy wrote:

>> Everyone will have their own favorites, but I think the IDL-IDL bridge
>> will be a feature that really adds something to IDL. It will allow you
>> to start new "threads". So, for example, to do some processing while the
>> controls of your GUI are still responsible to user interaction. Or
>> simply to farm out several different tasks to run independently.

>

> Does this really start an entirely new IDL process, or is there some
> kind of lightweight user-accessible threading support now available?
> I'm imagining the kind of havoc which could result if multiple user
> threads vie for window ids and other common resources.

>

For each IDL-IDL Bridge object you create, a child process of your IDL session is created and it is executing its own interpreter. IDL commands are dispatched in either a synchronous or asynchronous mode (which will trigger an event when completed). While a simple interface is presented to exchange data between the processes, internally shared memory is used so the transfer is fairly efficient.

As Mike pointed out in his original post, this is a great solution to perform background processing while maintaining an interactive user interface. Also it provides a quick method to create a "clean" idl session to generate save files and the like. And with the proliferation of multi-core processors, the bridge provides the IDL user a simple way to exploit some of the capabilities of modern hardware.

- CP
