
Subject: RE: Widgets break CALL_EXT?

Posted by [mallozzi](#) on Fri, 02 Feb 1996 08:00:00 GMT

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> Your problem may be due to IDL's use of unix signals. I ran into a problem
> using CALL_EXTERNAL to perform network i/o. IDL uses signals for a variety
> of tasks. In particular, SIGALRM is used for all timing events. When
> X-windows is used, this timer is set to go off on a regular basis. What
> seems to happen is that if a system call (such as i/o) is done and is
> interrupted by SIGALRM, then the system call will not complete.
-SNIP-

Much thanks to Ken Knighton <knighton@gav.gat.com> for the key to the solution to this problem. Sure enough, I wrote two little c subroutines to block SIGALRM and then restore the default state of the handler after CALL_EXTERNAL was finished, and presto!, everything worked :-)
In my opinion, this behavior is a bug under IDL widgets, and should be fixed in a future IDL release. Thanks again, Ken

-Bob Mallozzi <mallozzi@ssl.msfc.nasa.gov>
