Subject: Re: Incredible interaction between graphics and DLM: SOS!
Posted by fabio.tosetti on Thu, 07 Aug 2008 14:22:47 GMT

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Now the problem is more clear to me, thank you.
Of course I don't like to make a mess with signal handlers... I think
that the best solution is to run the application that uses Pyro in e
separate process, and do inter-process communication, that we have
already implemented.