Subject: obj_destroy on IDL_IDLBridge hangs sometimes
Posted by Alfred de Wijn on Thu, 12 Aug 2010 20:43:16 GMT

Hi,

I've been playing around with IDL_IDLBridge objects lately.
Everything seems to be working fine until I try to destroy the
bridges. Here's some code that demonstrates the problem:

```
ncpus = 4 ; or any other number you like
bridges = objarr(ncpus)
for i=0,999 do begin
  print, 'building bridges...'
  for cpu=0,ncpus-1 do bridges[cpu] = obj_new('IDL_IDLBridge')
  print, 'burning bridges...'
  for cpu=0,ncpus-1 do obj_destroy, bridges[cpu]
  print, 'loop '+string(i)+' done'
endfor
end
```

On my Linux systems (both 32 and 64-bit), this will eventually hang
while calling obj_destroy. It appears that loop number 27 is
typically the one where things go wrong, but I've seen it fail earlier
too. When ncpus is larger, e.g., 16, failure is pretty much
guaranteed in the first loop. Does anyone know what's going on? Is
this a known issue?

I'm not particularly familiar with IDL object internals, so it's
likely I'm doing something stupid. Any help appreciated.

Thanks,
Alfred