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Subject: Re: obj\_destroy on IDL\_IDLBridge hangs sometimes  
Posted by [d.rowenhorst@gmail.co](mailto:d.rowenhorst@gmail.co) on Fri, 20 Aug 2010 13:24:08 GMT  
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On Aug 20, 9:20 am, "d.rowenho...@gmail.com" <d.rowenho...@gmail.com> wrote:

> On Aug 12, 4:43 pm, Alfred de Wijn <agdew...@gmail.com> wrote:

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>

>> 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

>

> I can't help, but will verify that I am having the same issue on Mac

> 10.6.4.

Couple of other things I have noticed:

The Output=" keyword option in creating a IDL\_IDLBridge also appears not to work in IDLDE, but works in the command line IDL. Also, I

think that OBJ\_DESTROY appears to work in the command line IDL (I have not thoroughly tested this).

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