
Subject: Re: obj_destroy on IDL_IDLBridge hangs sometimes
Posted by d.rowenhorst@gmail.co on Fri, 20 Aug 2010 13:20:26 GMT
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On Aug 12, 4:43 pm, Alfred de Wijn <agdew...@gmail.com> wrote:

> 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.
