Subject: Re: IDL_IDLBridge limited to 4?
Posted by don.woodraska on Tue, 09 Nov 2010 18:26:12 GMT
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> Are you using the NOWAIT keyword for asynchronous operation?

Yes. I first create an array of objects using a call to
OBJ_NEW('IDL_IDLBridge') for each index in the array.

I create an integer variable called threadcnt (unimaginative) to cycle
through all of the bridge objects to check if their status() is not
busy
```
 if oBridgeArr[threadcnt]->Status() eq 0 then begin
  ...
   oBridgeArr[threadcnt]->execute, cmdlist[i], /NOWAIT
```

If the /NOWAIT keyword was not set then I couldn't run more than 1 at
a time. By limiting the number of objects in the array I can see that
for one object I get 100% CPU usage, for 2 I get 200%, for 3 I get
300%, and for 4 I get 400%. For anything more than 4 I always get
400%. There is no difference from 4 all the way up to 14.

However, by running 4 separate IDL command-line sessions, I can use
all 1600% available (nearly).

I saw another post where someone tried using one IDL_IDLBridge object
to create a bunch of other IDL_IDLBridge objects. I haven't tried
that, but even if that works, it's just a workaround.

Has anyone else tried to use more than 4 IDL_IDLBridges simultaneously?