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Subject: Re: Parallel Processing

Posted by [stefan.meingast](#) on Thu, 05 Jul 2012 14:52:23 GMT

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Hi

Now that I have successfully implemented multi-threading another problem occurred:

To invoke multiple processes I start in a loop with

```
bridges[i]->EXECUTE, 'program,par1,par2', /NOWAIT
```

where 'bridges' is an object-array which holds the different child processes.

Upon the execution of the last process I do

```
bridges[i]->EXECUTE, 'program,par3,par4'
```

And after that I destroy my bridges in a loop.

Now I have a problem if the last process finishes before one of the previous processes since upon its completion it will directly move to the part where all bridges are destroyed and kills my program...

Is there an easy way to tell IDL to wait for all my processes to finish and then destroy the bridges?

thanks

Stefan

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