
Subject: Re: IDL_IDLBridge and the virtual machine
Posted by [Yngvar Larsen](#) on Mon, 18 Mar 2013 10:17:29 GMT
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On Friday, 15 March 2013 22:36:21 UTC+1, Mark Piper wrote:

- > but I agree, we need a generalized technique for multithreading IDL pro code. I should be careful
- > because this is somewhat distant, but we do have a parallel processing API under development
- > that we'd like to introduce in IDL 8.4. (Note that 8.3 is scheduled for this fall.)
- > Email me if you'd like to be a beta tester; same goes for anyone reading this.

I'll also volunteer as a beta tester.

Regarding bugs in IDL_IDLBRIDGE:

A year ago, I reported an error in this newsgroup ("idl_idlbridge weirdness on unix systems", 2012-02-28): Using more than 15 bridges simultaneously on a linux 64-bit system causes IDL to hang if the bridges are not destroyed in the exact opposite order to the order they were created. You replied that this is a known bug (CR64611), and that Tech Support had identified a possible workaround. However, the bug is still there in IDL 8.2.2 (linux 64-bit), a year later.

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Yngvar
