## Subject: Re: Parallel Processing
Posted by stefan.meingast on Thu, 05 Jul 2012 14:50:38 GMT

Hi

Now that I have successfully implemented multi-threading another prblem occured:

To invoke multiple processes is 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 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