
Subject: Re: Speeding up data crunching using IDL_IDLBridge with asynchronous execution

Posted by [Chip Helms](#) on Wed, 10 Jul 2013 16:31:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the heads up on that memory leak. I knew there was the potential for memory leaks if you don't destroy the objects at the end, but was unaware of any additional leaks. I'm running this on a departmental server, so I always like to be cautious of how I'm using the resources (hence only using 4 bridges at a time).

When you say 'triggering each bridge', do you mean just running 'Execute' or every time I make any call to the bridge?
