Subject: Re: IDL_IDLBridge and the virtual machine
Posted by gombgg on Fri, 08 Nov 2013 19:36:44 GMT

View Forum Message <> Reply to Message

I just ran into this problem myself on a 24-core system running IDL 8.2.3 on 64 bit Linux. I can create 24 bridge objects and use them for processing, but if I destroy them in the same order they were created then IDL hangs after destroying the 8th one. If I destroy them in reverse order, everything works fine.

On Monday, March 18, 2013 4:17:29 AM UTC-6, Yngvar Larsen wrote:
> 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.
>
>
>
> --
>
> Yngvar