
Subject: multi-threaded IDL programming
Posted by [markb77](#) on Sat, 22 Mar 2014 16:07:49 GMT
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I want to try creating objects to do some parallel processing. For example, let's say I need to perform a specific operation on a stack of images. I can create an object that will watch an input queue and wait for an image to be available in the queue. The object would then take the image, process it, and add the results to an output queue. A separate IDL program would be generating the images and collecting the results. In principle, I could create multiple "processing" objects to act in parallel, speeding up the task.

What is the best way to accomplish this in IDL? I am not sure if there is a "queue" object class already written? Would this need to use the IDL-IDL bridge?

Mark
