
Subject: Re: asynchronous timers

Posted by [Doug](#) on Fri, 15 Aug 2014 22:51:23 GMT

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All,

For IDL 8.4, we have done a couple of things to timers:

- * They no longer fire in the middle of system callbacks. For example, they won't interrupt widget event handlers and object cleanup methods. This is better since there are fewer nasty surprises.

- * For when there still are nasty surprises, there will be the "block" and "unblock" methods to enable the programmer to specify when they don't want code to be interrupted. This is useful if currently executing code is writing/reading to data that a timer will read/write.

- Place "block" and "unblock" around code that shouldn't be interrupted.

As for pseudo-multithreading, one really doesn't get any benefit since there's still only one IDL interpreter. For that you'll need another IDL, of course.

Cheers,
Doug
