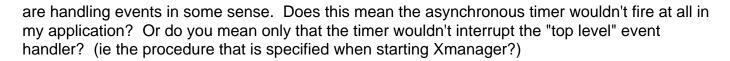
Subject: Re: asynchronous timers Posted by markb77 on Sat, 16 Aug 2014 08:28:16 GMT View Forum Message <> Reply to Message

On Saturday, August 16, 2014 12:51:23 AM UTC+2, Doug wrote: > 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

Thanks for the info. When you say "they won't interrupt widget event handlers", what do you mean exactly? Suppose I have a GUI application, which is event driven. Essentially ALL routines



best, Mark