
Subject: Re: IDL Bridge Failing When >52 Bridges are Built (IDL6.4)
Posted by [Markus Schmassmann](#) on Tue, 08 Nov 2016 10:37:34 GMT
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On 11/08/2016 12:41 AM, vanenges@colorado.edu wrote:

> I have image analysis software written in IDL, compiled in IDL6.4,
> and running under runtime license. This software is running on an Ubuntu
> (16.04) machine. I just updated my workstation to include two 20 core
> Xeon processors (80 potential threads in total). Previously, I had two
> 12 core Xeon processors (48 potential threads).
> I utilize IDL_IDLBridge commands to send fractions of a image stack
> to each cpu thread. Aside from all the hassle of getting IDL and licensing
> manager working in Ubuntu, the software is working nicely (as a side
> note we do however have problems with asynchronously terminating the
> bridge timers that we were unable to get an elegant solution for; as
> mentioned before on this forum).
>
> [...]
> Any suggestions would be welcomed! I am desperate to find the source of the problem.

first check whether using more threads than cores actually speed up your
computing.

if not, report the problem to Harris and don't care about it further

if so, i can't help you, sorry :-(Markus
