
Subject: Real time application
Posted by [sayaz03](#) on Thu, 07 Aug 2003 13:15:36 GMT
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I had written c++ class called "point". after that i created objects mypoint1 and mypoint2 of this class. I am wondering how can i make my program a real time program so that these points will be updated according to my specifications.
also what is meant by multithreading?

Thanks

Subject: Re: real time
Posted by [Brian Larsen](#) on Mon, 24 Nov 2008 14:55:13 GMT
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Mauro,

Let me spew a few thoughts here, then maybe someone will give a good answer :)

It seems to me that there are a couple of ways to do this.

- One could use a dumb IDL blocking method:

```
while 1 do begin
  tst=file_test(filename,/exists)
  if tst eq 1 then begin
    ;; do something here
    ;; then delete or move the file
  endif
  wait, 10 ; 10 seconds delay in "real time"
endwhile
```

- One could do a cron solution (assuming some form of *nix)
just have cron call an idl script every xx minutes, the script then using file_test either does something or quits

- One could be smart and write a perl (or whatever) wrapper that watched the file for you then executed the idl script

OK, who has a really good answer?

Brian

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