
Subject: Limiting the number of VM instances
Posted by [robert.dimeo](#) on Tue, 13 Jan 2004 19:59:58 GMT
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Hi,

Is it possible to limit the number of VM instances running at once?
Let's say that I have APP.SAV running from the VM. I can launch
another VM session with another version of APP.SAV running. Can I
restrict this so that only one application runs?

This is probably an OS issue so using XREGISTERED won't work. I would
like to do this in WIN2K.

Thanks,

Rob

Subject: Re: Limiting the number of VM instances
Posted by [robert.dimeo](#) on Thu, 22 Jan 2004 16:02:51 GMT
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robert.dimeo@nist.gov (Rob Dimeo) wrote in message
news:<cb539436.0401131159.7bff3179@posting.google.com>...

> Hi,

>

> Is it possible to limit the number of VM instances running at once?

> Let's say that I have APP.SAV running from the VM. I can launch

> another VM session with another version of APP.SAV running. Can I

> restrict this so that only one application runs?

>

> This is probably an OS issue so using XREGISTERED won't work. I would

> like to do this in WIN2K.

>

> Thanks,

>

> Rob

Hi again. Once again the helpful folks at RSI suggested a solution
and I wrote a function encapsulating the logic called
LIMIT_VM_INSTANCE. The main idea is to use a shared memory segment.
In addition to a listing of the function I also include here a simple
widget program that uses this function. Note of course that you must
go through the usual step of creating a SAVE file to use it in the VM.

Hope that this is useful.

```

.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
function limit_vm_instance,  INIT = init,  $
                        EXIT = exit,  $
                        PROCESS_NAME
; Keywords:
;
;
; INIT: set prior to defining the widgets
; EXIT: set in the cleanup
;
; Parameters:
;
; PROCESS_NAME: required string variable (that might be set
;               to the same string as the name with which the
;               widget is registered with XMANAGER for instance).
;
if n_params() eq 0 then begin
    !error_state.msg = 'You must pass in a PROCESS_NAME variable'
    return,0
endif

if keyword_set(init) then begin
    if lmgr(/vm) then begin
        os_handle = 'mysegment'+ '_' + process_name
        shmmap, process_name, template = [0B],  $
        os_handle = os_handle
        v = shmvar(process_name)
        if (v[0] eq 1) then begin
            msg = 'An instance of this code is already running.'
            v = dialog_message(msg, /error)
            shmummap,process_name
            return,0
        endif
        v[0] = 1
    endif
    return,1
endif
if keyword_set(exit) then begin
    if lmgr(/vm) then shmummap,process_name
    return,1
endif
return,1
end
.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,

; Simple widget application that uses this follows

.....
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
pro shared_example_cleanup,tlb

```

```

widget_control,tlb,get_uvalue = pstate
; Call the function that limits the number of VM instances
; with the EXIT keyword set. Note that we must pass in
; the "register_name" for the application which is stored
; in the state structure.
ret = limit_vm_instance(/exit,(*pstate).register_name)
ptr_free,pstate
end
.....
;
pro shared_example_event,event
uname = widget_info(event.id,/uname)
case strupcase(uname) of
'QUIT': widget_control,event.top,/destroy
else:
endcase
end
.....
;
pro shared_example
; Call the function that limits the number of VM instances
; with the INIT keyword set. Note that we also will need to
; call this same function with the EXIT keyword set in a
; cleanup routine...this is necessary to unmap the variable that
; is in shared memory. We need a unique process name for
; the memory segment so we can just use the name with which
; we'll register the application with the XMANAGER.
register_name = 'shared_example'
ret = limit_vm_instance(/init,register_name)
if not ret then return

; Limit the instance in an IDL session using the usual
; XREGISTERED function.
if xregistered(register_name) then begin
    msg = 'An instance of this code is already running.'
    v = dialog_message(msg, /error)
    return
endif

; The following simple widget code just puts up a QUIT button.
tlb = widget_base(title = 'shared memory example', $
    /tlb_frame_attr,/col)
void = widget_button(tlb,value = 'quit',xsize = 200, $
    uname = 'quit')
widget_control,tlb,/realize

; Store the "register_name" variable in a state structure and
; set the uvalue of the TLB to a pointer to the state structure.
state = {register_name:register_name}
pstate = ptr_new(state)

```

```
widget_control,tlb,set_uvalue = pstate
```

```
; We must use a cleanup routine in order to unmap the variable  
; from shared memory so specify it here. Remember to use the  
; register_name variable here.
```

```
xmanager,register_name,tlb,/no_block, $  
  cleanup = 'shared_example_cleanup', $  
  event_handler = 'shared_example_event'  
end
```

Subject: Re: Limiting the number of VM instances

Posted by [David Fanning](#) on Thu, 22 Jan 2004 16:14:18 GMT

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Rob Dimeo writes:

```
> Once again the helpful folks at RSI suggested a solution  
> and I wrote a function encapsulating the logic called  
> LIMIT_VM_INSTANCE. The main idea is to use a shared memory segment.
```

Wow, that looks very much like a singleton object (without common blocks), doesn't it. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Limiting the number of VM instances

Posted by [robert.dimeo](#) on Thu, 22 Jan 2004 22:46:11 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.1a79a4c18d88cf949897ac@news.frii.com>...

```
> Rob Dimeo writes:
```

```
>
```

```
>> Once again the helpful folks at RSI suggested a solution
```

```
>> and I wrote a function encapsulating the logic called
```

```
>> LIMIT_VM_INSTANCE. The main idea is to use a shared memory segment.
```

>
> Wow, that looks very much like a singleton object (without
> common blocks), doesn't it. :-)
>
> Cheers,
>
> David

Hi. The version of the function below now eliminates the need for passing in a name. It is more of a "node-specific" singleton (pointed out to me by RSI). It uses the CALLS keyword to HELP to get the routine information out and create a memory segment name unique to the routine in which LIMIT_VM_INSTANCE is being called. Thanks again to RSI for the tip!

```
; +
; NAME:
;
; LIMIT_VM_INSTANCE
;
; PURPOSE:
;
; Function that prevents more than one instance of an individual
; application from running in the IDL VM.
;
; In your widget application your first program statement in the
; widget definition module should be RET = LIMIT_VM_INSTANCE(/INIT).
; If the return value is 0 then there is a process already running
; and you should exit/return from the code. In the cleanup routine
; for your application you should put in the following
; statement: RET = LIMIT_VM_INSTANCE(/EXIT)
;
; Basic logic for this function credited to Jim Pendleton at
; Research Systems.
;
; INPUT PARAMETERS:
;
; NONE
;
; INPUT KEYWORDS:
;
; INIT: Set this keyword prior to creating widgets in the
;       application.
; EXIT: Set this keyword in the widget cleanup routine.
;
; COMMON BLOCKS:
;
; NONE
```

```

;
; REQUIREMENTS:
;
; IDL 6.0 or higher to run in the Virtual Machine
;
; RESTRICTIONS:
;
; NONE
;
; AUTHOR:
;
;   Robert M. Dimeo, Ph.D.
;   NIST Center for Neutron Research
;   100 Bureau Drive
;   Gaithersburg, MD 20899
;   Phone: (301) 975-8135
;   E-mail: robert.dimeo@nist.gov
;   http://www.ncnr.nist.gov/staff/dimeo
;
; CATEGORY:
;
;   Widget applications, application distribution with VM
;
; CALLING SEQUENCE:
;
;   IDL> RET = LIMIT_VM_INSTANCE(INIT = init, EXIT = exit)
;
; EXAMPLE:
;   Consult the code appended to this function named
;   SHARED_EXAMPLE for typical usage.  Compile
;   everything in this module and then run SHARED_EXAMPLE.
;
; MODIFICATION HISTORY:
;
;   01-22-04 (RMD):  Initial program written
;   -
;   .....
function limit_vm_instance,  INIT = init,          $
                        EXIT = exit

help, calls = calls
diff = Imgr(/vm) ? 3 : 2
segment_name = (strsplit(calls[n_elements(calls) - diff], ' ', $
                        /extract))[0]
if keyword_set(init) then begin
  if Imgr(/vm) then begin
    os_handle = 'mysegment'+ '_' + segment_name
    shmmap, segment_name, template = [0B],  $

```

```

    os_handle = os_handle
    v = shmvar(segment_name)
    if (v[0] eq 1) then begin
        msg = 'An instance of this code is already running.'
        v = dialog_message(msg, /error)
        shmummap,segment_name
        return,0
    endif
    v[0] = 1
endif
return,1
endif
if keyword_set(exit) then begin
    if lmgr(/vm) then shmummap,segment_name
    return,1
endif
return,1
end

;
;
; EXAMPLE WIDGET CODE FOLLOWS
;
;
pro shared_example_cleanup,tlb
; Call the function that limits the number of VM instances
; with the EXIT keyword set.
ret = limit_vm_instance(/exit)
end

;
;
pro shared_example_event,event
uname = widget_info(event.id,/uname)
case strupcase(uname) of
'QUIT': widget_control,event.top,/destroy
else:
endcase
end

;
;
pro shared_example
; Call the function that limits the number of VM instances
; with the INIT keyword set. Note that we also will need to
; call this same function with the EXIT keyword set in a
; cleanup routine...this is necessary to unmap the variable that
; is in shared memory. We need a unique process name for
; the memory segment so we can just use the name with which
; we'll register the application with the XMANAGER.
register_name = 'shared_example'
ret = limit_vm_instance(/init)
if not ret then return

; The following simple widget code just puts up a QUIT button.

```

```
tlb = widget_base(title = 'shared memory example', $  
    /tlb_frame_attr,/col)  
void = widget_button(tlb,value = 'quit',xsize = 200, $  
    uname = 'quit')  
widget_control,tlb,/realize
```

```
; We must use a cleanup routine in order to unmap the variable  
; from shared memory so specify it here. Remember to use the  
; register_name variable here.  
xmanager,register_name,tlb,/no_block, $  
    cleanup = 'shared_example_cleanup', $  
    event_handler = 'shared_example_event'  
end
```
