
Subject: Re: Q: call_external hangs IDL Windows GUI?

Posted by [b_gom](#) on Wed, 20 Apr 2005 21:05:44 GMT

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Joshua,

call_external does block in Windows (there is no multithreading in the IDL interpreter) You can, however, call an external function that starts a thread and then returns quickly to IDL. You will have to sort out the messaging between the threads on your own though.

Good luck,

Brad

Joshua Lynch wrote:

> Hello,
> I have an application that uses call_external to call a C function
> which waits for some network input and then returns. Unfortunately
> it seems that entire IDL IDE hangs for every call to call_external.
>
> Is this, in fact, a correct assumption?
>
> I've tested the same application under Unix and it does not hang the
> IDE.
>
> It seems as though when I'm running the application and don't click
> anywhere in the IDE, it runs fine (sort of, it prints its data out 2,
> 3, 4 five lines at a time, instead of smoothly, one at a time). As
> soon as I click anywhere in the IDE the menu bar disappears and if I
> click again the title bar displays the dreaded "Application Not
> Responding" string.
>
> My guess is that the IDE is stopped while waiting for the C function
> to return?
>
> Am I missing something simple?
>
> Thanks in advance.
>
>
> --josh

Subject: Re: Q: call_external hangs IDL Windows GUI?

Posted by [Joshua Lynch](#) on Fri, 22 Apr 2005 18:49:22 GMT

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Do DLMS suffer the same blocking problem under Windows?

Thanks for the response!

--josh

b_gom@hotmail.com wrote:

> Joshua,

>

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> IDL interpreter) You can, however, call an external function that

> starts a thread and then returns quickly to IDL. You will have to sort

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>>

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>

Subject: Re: Q: call_external hangs IDL Windows GUI?
Posted by [Joshua Lynch](#) on Wed, 27 Apr 2005 01:17:54 GMT
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b_gom@hotmail.com wrote:

> Joshua,
>
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> IDL interpreter) You can, however, call an external function that
> starts a thread and then returns quickly to IDL. You will have to sort
> out the messaging between the threads on your own though.
>

Any suggestions on how to make IDL wait until the thread is completed?
Is there a way to block on a variable (preferably not to busy wait) in
IDL and have the C code modify it? Or should I just go RTFM? :-)

Thanks again.

--josh
