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 View Forum Message <> Reply to Message

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
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>>
>> Thanks in advance.
>>
>>
>> --josh
```

Subject: Re: Q: call_external hangs IDL Windows GUI? Posted by Joshua Lynch on Wed, 27 Apr 2005 01:17:54 GMT View Forum Message <> Reply to Message

b_gom@hotmail.com wrote:> Joshua,

>

- > call_external does block in Windows (there is no multi-threading 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.

>

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