
Subject: obj_destroy on IDL_IDLBridge hangs sometimes
Posted by [Alfred de Wijn](#) on Thu, 12 Aug 2010 20:43:16 GMT
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Hi,

I've been playing around with IDL_IDLBridge objects lately. Everything seems to be working fine until I try to destroy the bridges. Here's some code that demonstrates the problem:

```
ncpus = 4 ; or any other number you like
bridges = objarr(ncpus)
for i=0,999 do begin
  print, 'building bridges...'
  for cpu=0,ncpus-1 do bridges[cpu] = obj_new('IDL_IDLBridge')
  print, 'burning bridges...'
  for cpu=0,ncpus-1 do obj_destroy, bridges[cpu]
  print, 'loop '+string(i)+' done'
endfor
end
```

On my Linux systems (both 32 and 64-bit), this will eventually hang while calling obj_destroy. It appears that loop number 27 is typically the one where things go wrong, but I've seen it fail earlier too. When ncpus is larger, e.g., 16, failure is pretty much guaranteed in the first loop. Does anyone know what's going on? Is this a known issue?

I'm not particularly familiar with IDL object internals, so it's likely I'm doing something stupid. Any help appreciated.

Thanks,
Alfred

Subject: Re: obj_destroy on IDL_IDLBridge hangs sometimes
Posted by d.rowenhorst@gmail.co on Fri, 20 Aug 2010 13:20:26 GMT
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On Aug 12, 4:43 pm, Alfred de Wijn <agdew...@gmail.com> wrote:

```
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> this a known issue?
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> I'm not particularly familiar with IDL object internals, so it's
> likely I'm doing something stupid. Any help appreciated.
>
> Thanks,
> Alfred
```

I can't help, but will verify that I am having the same issue on Mac
10.6.4.

Subject: Re: obj_destroy on IDL_IDLBridge hangs sometimes
Posted by d.rowenhorst@gmail.co on Fri, 20 Aug 2010 13:24:08 GMT
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On Aug 20, 9:20 am, "d.rowenho...@gmail.com" <d.rowenho...@gmail.com>
wrote:

```
> On Aug 12, 4:43 pm, Alfred de Wijn <agdew...@gmail.com> wrote:
>
>
>
>
>
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>
>> Thanks,
>> Alfred
>
> I can't help, but will verify that I am having the same issue on Mac
> 10.6.4.
```

Couple of other things I have noticed:

The Output=" keyword option in creating a IDL_IDLBridge also appears not to work in IDLDE, but works in the command line IDL. Also, I think that OBJ_DESTROY appears to work in the command line IDL (I have not thoroughly tested this).
