
Subject: idl_idlbridge weirdness on unix systems

Posted by [Yngvar Larsen](#) on Tue, 28 Feb 2012 17:49:11 GMT

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I encountered a strange problem today while working with IDL child processes instantiated using the IDL_IDLBridge class. Specifically, I want to be able to use a lot of subprocesses on a 4 CPU x 12-kernel server, so I tried using 48 IDL_IDLBridge objects to test the system. But no cigar. IDL hangs apparently at random. I narrowed down the problem to the following.

The simple code below just instantiates an array of objects, and then tries to destroy them one by one. What happens (for me) is that when it encounters index ii=16, the entire IDL process hangs.

```
N = 17
b = objarr(N)
for ii=0, N-1 do b[ii]=obj_new('idl_idlbridge')

for ii=0, N-1 do begin
    status = b[ii]->status() ; Just to make sure the object is idle
(status = 0)
    print, ii, status
    obj_destroy, b[ii]
endfor
```

Now comes the weird part; the following almost identical code, where I just destroy the objects in the opposite order, works fine always!

```
N = 17
b = objarr(N)
for ii=0, N-1 do b[ii]=obj_new('idl_idlbridge')

for ii=N-1,0,-1 do begin
    status = b[ii]->status() ; Just to make sure the object is idle
(status = 0)
    print, ii, status
    obj_destroy, b[ii]
endfor
```

I have tried this with identical results on the following systems:

IDL 7.0.8, Linux 2.6.20 (old Fedora system)

IDL 8.1, Linux 2.6.32 (new Red Hat system)

IDL 8.1 Linux 2.6.32 (Ubuntu 10.04 LTS)

IDL 7.1.1, Mac OS X 10.6.8

However, I tested it on the following system with no problems:

IDL 6.4, Windows XP

Anyone else with similar experience?

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Yngvar
