Subject: Re: IDL and Dual Processor PC's
Posted by mgs on Mon, 07 Jun 1999 07:00:00 GMT

In article <woodford-0706991618590001@host32.pm4.laurel.us.net>,
woodford@essexcorp.com (Paul Woodford) wrote:

> IDL can now take advantage of multiple processors in rendering volume
> objects on WinNT, Irix, and Solaris - see the what's new section of the
> IDL manuals for more details. We obtained a 2x rendering speedup using
> this feature on a dual-processor NT machine that we tested. Volume
> objects take a long time to render, so this is a nice feature.
>
> I hope that RSI spreads this feature to other operating systems (such as
> Linux) and other operations where it should be easy to implement (such as
> FFT's).

Here's what I wrote earlier:
> Nope. IDL is single-threaded, implying it cannot divvy it's processing up
> among multiple processors. Once you start IDL it stays on the same CPU.
...
> I would love to hear that I'm wrong about this.

I couldn't be more happy to be wrong about some of my earlier statements.
Thanks, RSI :-)

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