
Subject: Re: IDL and Dual Processor PC's
Posted by [woodford](#) on Mon, 07 Jun 1999 07:00:00 GMT
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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).

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