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Subject: Multiple threads

Posted by [Dave Brennan](#) on Thu, 16 Sep 1999 07:00:00 GMT

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My department is thinking of buying a new Sun system. We are considering buying a dual processor system. However, to take full advantage of this I need software that can be run as a multithread.

1. Can IDL be written to take advantage of multithread processing?
2. If so, how is this accomplished, i.e does anyone have any example code?
3. Can IDL's slicer3 use multithreads when rendering?

Thank in advance

Dave Brennan

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