
Subject: Re: Multiple threads

Posted by [Karl Young](#) on Mon, 20 Sep 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi David,

Ha ha ha ha, ho ho ho, hee hee hee !

Sorry if that sounded flipant. We have an 8 processor Sun space heater (at least that's the function of 7 processors when we use IDL). The answers to 1. and 2. are basically when hell freezes over. I don't know the answer to 3.

because I don't use slicer3 but based on the answers to 1. and 2. I'm sure you

could make an educated guess. Since the budget patrol would simply not find this an acceptable use of such expensive hardware we've had to write most stuff in C and C++ (using threads and the MPI library) that is called by IDL. The only reason we use IDL on that machine is because nobody has time to rewrite our interface code.

If your interested in how we've implemented this stuff send me some email.

> 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

-- KY

Karl Young
UCSF,VA Medical Center
MRS Unit (114M)
4150 Clement Street
San Francisco, CA 94121

Email: kyoung@itsa.ucsf.edu
Phone: (415) 750-2158 lab
(415) 750-9463 home
FAX: (415) 668-2864
