
Subject: Re: Multiple threads

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

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David Brennan (9147261b@clinmed.gla.ac.uk) writes:

- > 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?

No.

- > 2. If so, how is this accomplished, i.e does anyone have any example
- > code?

Can't.

- > 3. Can IDL's slicer3 use multithreads when rendering?

No. It uses direct graphics.

The **only** thing that can take advantage of multi-processors in IDL is rendering of object volumes via the HINTS keyword. Nothing else, sorry. :-(

Cheers,

David

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