Subject: Re: Multithreading
Posted by Karl Schultz on Tue, 19 Mar 2002 14:49:35 GMT

View Forum Message <> Reply to Message

"trouble" <the_cacc@hotmail.com> wrote in message
news:5f9f0a23.0203190301.3c78e195@posting.google.com...
> Maybe there really is someone out there getting n-fold speed ups,
> however they sure don't want to brag about it...
>
> Ciao.

There's quite a bit of information on multithreading on the RSI web site, in
the IDL product section. There's an FAQ list and a white paper. The
"What's new for 5.5" document contains a list of the routines that are
threaded.

Rick, nothing in Object Graphics is threaded, except IDLgrVolume, which was
actually threaded before the other threading was added in 5.5. Volume
rendering is just one of those things that has a major and obvious payback
for a threaded implementation.