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Subject: Re: When does IDL use MPs?

Posted by [mchinand](#) on Wed, 13 Nov 2002 20:09:33 GMT

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In article <MPG.183c5dd4dd47868b989a17@news.frii.com>,

David Fanning <david@dfanning.com> wrote:

> Jonathan Greenberg (greenberg@ucdavis.edu) writes:

>

>> Do I need to specifically invoke multiprocessor calls in an IDL procedure,

>> or will it use MPs whenever appropriate?

>

> Oh, oh. Those marketing guys have gotten out again. :-(

>

> I'm afraid IDL is not multi-threaded. It can use

> multiprocessors in one very narrowly defined situation:

> when it is rendering object graphics volumes. Other

> than that, you can invoke until the cows come home, but

> it's not going to help much. Prayer would be more

> effective, I think. :-)

>

> Cheers,

>

> David

>

What about Chapter 2 in 'What's New in IDL 5.5':

'Multi-Threading in IDL'

Page 134 list about 2 dozen functions that support multi-threading.

This chapter also answers the original posters question. This file should be the docs directory as a PDF file.

--Mike

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