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':

'Muli-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