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Subject: Re: IDLgrVolume

Posted by [Paul Woodford](#) on Wed, 22 Jan 2003 04:54:56 GMT

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In article <b0kjj9\$I5a\$1@news.rsinc.com>,

"Karl Schultz" <kNOSPAMschultz@rsinc.com> wrote:

- > Since your machine is dual processor, you are also ahead of the game,
- > as IDLgrVolume was multi-threaded even before some other IDL
- > functions received MT support.

Note that you need to set HINTS=2 to use multiple processors.

In article <b0k1t3\$1nug\$1@nntp6.u.washington.edu>,

"Rick Towler" <rtowler@u.washington.edu> wrote:

- > IDLgrVolume can use multiple CPU's but a look at some older posts
- > suggest that the improvement might not be worth the investment.

That is not my experience. I can't recall the last time I actually timed it, but going from 1 to 2 processors doubled the rendering speed for me.

Paul

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