Subject: Re: Real time application
Posted by R.G. Stockwell on Thu, 07 Aug 2003 17:03:27 GMT
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"Reimar Bauer" <R.Bauer@fz-juelich.de> wrote in message
news:bgttqh$4jvj$1@zam602.zam.kfa-juelich.de...
> serkan wrote:
>> I had written c++ class called "point". after that i created objects
>> mypoint1 and mypoint2 of this class. I am wondering how can i make my
>> program a real time program so that these points will be updated
>> according to my specifications.
>> also what is meant by multithreading?
>>
>> Thanks
>
>
>
> I believe you have choosen the wrong group.
>
> We are talking mostly about the interactive data language.
> More information what's idl is you could found at www.rsinc.com
>
> best regards
>
> Reimar

Yep, sounds like the wrong newsgroup.
This is Interactive Data Language, not Interface Description Language
(nor is it Intergalactic Destruction Laser).

Perhaps you could try comp.object.corba, or the something else under
the comp.object hierachy.

Or try the comp.lang.idl, but I suspect that newsgroup is dead.

HTH

Cheers,
bob