Subject: Re: Real time application
Posted by R.G. Stockwell on Thu, 07 Aug 2003 16:57:07 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
>
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> --
> Reimar Bauer
>
> Institut fuer Stratosphaerische Chemie (ICG-I)
> Forschungszentrum Juelich
> email: R.Bauer@fz-juelich.de
> -- -------
>   a IDL library at ForschungsZentrum Juelich
>   http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro. html
> == =======
>