Subject: Re: 6.3 reactions?
Posted by JD Smith on Tue, 09 May 2006 18:59:55 GMT
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On Tue, 09 May 2006 11:50:59 -0600, David Fanning wrote:

> codepod@gmail.com writes:
>
>> The following code gives an idea of how this can work. Note: This isn't
>> exact, but should outline how the IDL-IDL bridge is used.
>
> Off-loading a compute intense process only really seems
> to make sense if you can off-load it to a computer or
> processor that is underutilized. Is there any way to
> direct the bridge to run on a particular processor
> (assuming a multi-processor system) or a particular
> machine on the network?

In terms of processor allocation: that's the operating system scheduler's job, and it usually does a good one (depending on OS). I think a good analogy for what you could do with this is iMovie, Apple's easy video editing software. When you render an effect on a clip, it gets done in the background, allowing you to continue to re-organize and name clips, import more data, start other rendering processes, etc. Even on a single processor chip, the usability is *greatly* enhanced by not having to sit there twiddling your thumbs for 45s while some complicated render completes. I think it needs an easy hook for progress in Status(), not just "done" or "not done".

JD