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Title	MULTITHREADING / MULTIPROCESSOR USAGE BY PRO/ENGINEER ON UNIX & WINDOWS PLATFORMS						
Product	Pro/ENGINEER	Module	GLOBAL FUNCTIONS	TPI ID	32145	Created	18-FEB-99
Workstation	All			Reported In Release	20.0	Reported In Date Code	
SPR	None			Resolved In Release		Resolved In Date Code	
Description ----- MULTITHREADING / MULTIPROCESSOR USAGE BY PRO/ENGINEER ON UNIX & WINDOWS PLATFORMS Alternate Technique ----- See Resolution below. Resolution ----- Multithreading with Pro/ENGINEER Release 20 is implemented only for shading and only on Sun platforms. No new multithreading functionality was added to Release 2000i. As of Pro/ENGINEER Release 2000i2, tessellation (for shading) is multithreaded on all platforms. Also as of Pro/ENGINEER Release 2000i2, File Open/Preview has a multithreaded implementation in order to allow users to interact with the model being previewed while it is loading. No new multithreading functionality was added to Release 2001.							

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