
Subject: Re: Threading example for U++

Posted by [arturbac](#) on Sat, 30 Jun 2007 10:48:41 GMT

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I bit extened:

- More factal sets
- Logarythmic color scale
- one rendering method for all fractals
- fractal calculating methods are callbacks for thread rendering methods
- left down + mouse move , moves the fractal
- left down + CTRL + mouse move selects area for zoom
- axis describing complex area

File Attachments

- 1) [Threadsv4_bin.7z](#), downloaded 408 times
 - 2) [Threadsv4_src.7z](#), downloaded 452 times
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