
Subject: Re: SystemC versus Ptolemy II performance
Posted by [Sergey Linev](#) on Wed, 28 Apr 2004 17:44:04 GMT
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Dear Ivan

I never say, that we must use SystemC somehow.

I only want to stress, that Ptolemy has strong limitation, then number of components exceed 100-200 actors and cannot really works at all, when number of actors more than 1000. SystemC has no such strong limitation.

Probably, there is a solution for Ptolemy, because results looks very stupid. I already ask Ptolemy developers, but get no response till now.
