
Subject: Re: Important object lesson

Posted by [davidf](#) on Sun, 28 Jun 1998 07:00:00 GMT

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Phillip David (pdavid@earthling.net) writes:

- > I've been doing some more playing around with objects, and learned that there
- > is a HUGE difference between creating an object with a null constructor and
- > destructor and creating an object with no constructor or destructor.

- > [Code with and without constructors and destructors snipped.]

- > When I actually timed these two methods, I found that there was a factor of
- > about 200,000 times between the two. WOW! I had time to create and destroy
- > 200,000 test1 objects for every test2 object I created.
- >
- > The moral of this story is: ALWAYS define your constructors and destructors
- > when defining IDL objects.

Actually, I think this is a function of how many directories you have on your path. If the INIT and CLEANUP methods are not compiled when IDL has to use them, it looks for a file named myclass__init.pro or myclass__cleanup.pro in the directories specified by the !PATH system variable. If you have a lot of files there, it can take a long time!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
