davidf@dfanning.com (David Fanning) writes:

> Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:
>
>> A few things from my experience. First, creating and recreating
>> structures appears to be a fairly expensive operation. If you do it
>> once in a while that's fine, but if you do it with huge arrays, or
>> many times repetitively then you may start to feel the burn.
>
> I'm not sure what you mean by "expensive" here.

I meant computationally expensive. For some reason putting and
extracting large data arrays in structures is not very efficient.

Craig

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Craig B. Markwardt, Ph.D.   EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
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