Hans Joerg Brinksmeyer (h.j.brinksmeyer@physik.uni-marburg.de) writes:

> 'm preparing a little talk about efficient programming in IDL. From the
> help files and from my own experience I found many hints about 'what to
> do and not to do' to speed up code in IDL. The most things I listed so
> far are about array operations and data arrangement, avoiding loops etc.
> Taking an intensive look into the help system I found some little tricks
> to improve speed, e.g. using rotation for image rotation by 90 deg
> rather than rot(...,90). Up to now I didn't know that there is a
> difference at all.
>
> I am sure there are many more odds and ends to improve IDL code. Does
> anyone out there can give my a hint where to find more of those tricks?
> Links, recommendation of a book, or just some direct tips would be very
> helpfull.

Here's a tip: Try the Google search engine. It really is
a marvel. A search on "idl programming tricks" turned up
all kinds of good stuff.

   http://www.google.com/

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155