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Subject: why is using objects so much slower ?

Posted by [Henkie](#) on Fri, 06 Apr 2001 06:00:48 GMT

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Hi,

because I love object oriented programming, I decided to try the objects in IDL too. However, when using the objects to plot some of my stuff, it turned out to be soooooo sloooooow. Really, I mean a factor of 10 or so, and I wasn't doing anything funky. Is this normal behaviour ? I'm actually quite disappointed about it that I can not use it this way. I must add that IDL on our HP9000 system isn't a speed champion (let alone the awfull pseudo-coloring : oops, my program ate all my colors), but at least it was useable.

Greetz,

Henk

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