
Subject: Re: IDL vs PV-WAVE

Posted by [cs61a-ab](#) on Sun, 28 Aug 1994 08:16:46 GMT

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In article <33kuj6\$kt@paperboy.gsfc.nasa.gov>,

William Thompson <thompson@orpheus.gsfc.nasa.gov> wrote:

<stuff deleted>

> The kicker is usually loops. Procedures in IDL that require looping generally
> perform slowly because it's an interpretive language. I've often found that
> IDL novices who are more used to compiler languages use loops to do things that
> can be done more elegantly in IDL without them (I did it myself when I started
> out.)

> Admittedly, some of the tricks one can use in IDL to avoid loops are not
> exactly obvious, although most are quite straightforward and often easier to
> understand than the loops in compiler languages.

<more stuff deleted>

>

> Bill Thompson

What are some of these "tricks" you are talking about? I am starting to learn IDL and if there are some things I can avoid doing or make sure I do, from the get go, that would be great to know.

Thanks,

Michel

PS: Other than the 600 pages of online help that IDL has, is/are there any other sources (online/inprint) that would be helpful to learn IDL?
