Subject: Re: endless loops suck
Posted by David Fanning on Fri, 31 Jan 2003 19:38:22 GMT

Pavel A. Romashkin (pavel_romashkin@hotmail.com) writes:

> I think you can stop a loop if you use BEGIN ... END syntax. Without it,
> the loop is compiled into one command and is not interrupted until
> finished; with it, each item inside is a separate command, so IDL will
> check for breaks every time. I am not sure that it affects the speed at all.

I don't think so. The whole point of the BEGIN ... END syntax
is to make the statements inside appear to be a single statement
to the compiler. The only recourse is to let the loop go to
completion. With an infinite loop, well, they don't call
them "infinite" for no reason. :-)

Cheers,

David

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