
Subject: Re: Compiling file with many functions: huge performance difference between IDL and IDLDE

Posted by [Mark Hadfield](#) on Mon, 22 Mar 2004 23:45:44 GMT

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RM wrote:

> So why is IDLDE so
> rubbish? Don't know!

Because it won't let you compile 3000 functions per second?

I think the OP's idea is very clever, but it's asking the system to do something that was never anticipated by the designers. (Except, perhaps, in a nightmare.)

I must admit I'm curious as to why IDLDE adds this overhead, and whether it does it on all platforms. I'm sorry but I don't consider "it's so rubbish" to be an explanation.

--

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