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Subject: Re: C++ in IDL

Posted by [Michael Wallace](#) on Wed, 01 Jun 2005 15:31:16 GMT

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> I've just converted the fitness function to C and it was faster than the  
> IDL version about the factor 100. I think IDL hasn't really been  
> designed for number crunching... ;)

There's that much of a difference? I thought sure that IDL would have been designed for number crunching considering the market they are trying to serve. Of course, if the IDL code wasn't optimized...

-Mike

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