
Subject: Re: very slow object graphics creation

Posted by [David Fanning](#) on Thu, 11 May 2006 13:11:34 GMT

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Klemens Barfus writes:

- > When I create an object graphic, it takes a very long time.
- > I don't know, if there is something in my code, which could be optimized
- > or if it is just typical for object graphics [when some IDL people
- > showed the the itools, they were much faster ...], because im a rookie
- > in object graphics ...

I'll bet your object graphics code would speed up considerably if you removed those non-object embedded FOR loops! :-)

Here is an article you might want to read that will help you identify the slow parts of your code:

http://www.dfanning.com/code_tips/whyslow.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
